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1

SLAMTILT

A1200 ONLY

Fancy yourself as a MIGHTY BEING, eh? Well, put your wobbly theory to the test by playing this five-minute demo before reading our review. And then compare notes.

AMIGA POWER

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2

T-RACER

A500 owners hospitalise us with heinous back injuries once again. They are, therefore, ordered to enjoy this horizontally-scolling shoot-'em-up.

AMIGA POWER

KNOCK OUT

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ISSUE 60

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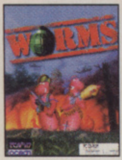
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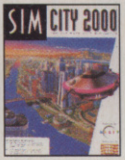
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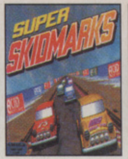
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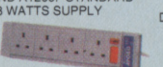

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AMIGA POWER
ISSUE 60 APRIL 1996

AMIGA POWER SLEEPS SOUNDLY IN ITS BED THANKS TO THE FOLLOWING KIND SOULS.

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Telephone conversations with our friends from around the world fill us with joy. Except if they're about tips. We don't give tips. Ever.

WE WERE PLEASED TO DISCOVER
that the 'Beginners' books are still as good as they always were and are now, thankfully, slightly freer of tedious Marxist dogma. We particularly recommend Stephen Hawking For Beginners which Tim read and enjoyed immensely. He's still got some questions about radiation at the event horizon of a black hole. But you would, wouldn't you?

NOT ALBUM OF THE MONTH
It's called 'Do you like my tight sweater?' by Moloko and Martin bought it solely because he liked the title. We only heard it once, before Martin returned it and demanded a refund.

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THIS MONTH WE WERE
Taunted by a wagon load of monkeys.

© Future Publishing 1996

REGULARS

8 NEWTS
And other amphibians, clinging defiantly to a small rock and singing Cole Porter songs. In the key of E flat.

45 BACK ISSUES
We have dipped old copies of AMIGA POWER into vats of black printer's ink and now offer them for sale to interested parties. To disinterested and uninterested parties we offer inexpensive games.

46 COMPLETE CONTRAIL
The air turbulence caused by aircraft at high altitudes leaves behind a trail of condensed water vapour. And we have some for you. Here.

54 LETTUCE
And other salad vegetables are collected here as a flavoursome accompaniment to your meal. Would you care for some dressing?

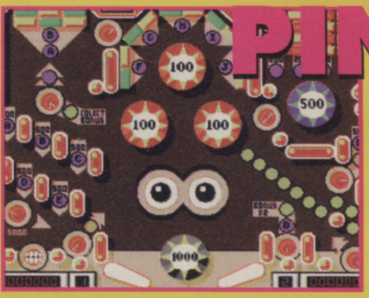
58 THE BOTTOM LINE
A collection of miniature reviews to assist you with your buying decisions in this most confusing of all possible worlds.

64 REDDER ADS
While at the printers, dipping our old copies of the magazine into vats of black ink, we also experimented with dipping adverts for cheap stuff in red ink. The results are here.

66 THE BACK PAGE
We lie awake at night filled with despair for a world where people need to be told where the back page is.

PINBALL?

PINBALL



It's got pins. It's got balls. It's got pins and balls. It's pinball. Stuart Campbell knows everything there is to know about pinball and he's more than happy to share that knowledge with us. Although we did have to pay him. Page 38.

WATCHTOWER

We waited and waited. Then we waited some more. Then we stopped waiting for a bit and did something else. Then we waited again. Then it arrived. Was it worth it? Was it heck. Page 28.

SUPER STREET FIGHTER 2 TURBO

First there was *Street Fighter*. And it was a bit grim, really. Then there was *Street Fighter II*. And suddenly the world didn't want to play anything else. And then there were endless sequels, variations and enhancements. And this is one. Of them. Page 37.

PREMIER MANAGER 3 DELUXE

The only game genre that seems to be thriving in the dwindling Amiga market is the football management sim. Here is this month's offering. Page 30.

SUE WOULD JUST LIKE TO SAY: "The sun always shines on AP!"

TIM WOULD JUST LIKE TO SAY: "It's been three years now – where's my bloody blue pen?"

MARTIN WOULD JUST LIKE TO SAY: "No one said it would be easy? Too right, Sheryl."

SIMON WOULD JUST LIKE TO SAY: "I've got the hat, I just need a sheet and a torch."

OVER

THE HILLS AND FAR AWAY

WIZARD!

Ever since we were young boys and girls we played the silver ball. Yes. From Soho down to Brighton we'd probably have to say we've played them all. But we'll tell you what – we ain't seen nothing like *Slamtilt* in any amusement hall. No. Page 22.

CANOE SQUAD

Our special tribute to the classic Antipodean children's television show from the 1970s. We've been scouring the archives and we've got the definitive history of the programme that turned canoeists into crime busters. Centre Pages.

REVIEWED THIS ISSUE

APRIL 1996

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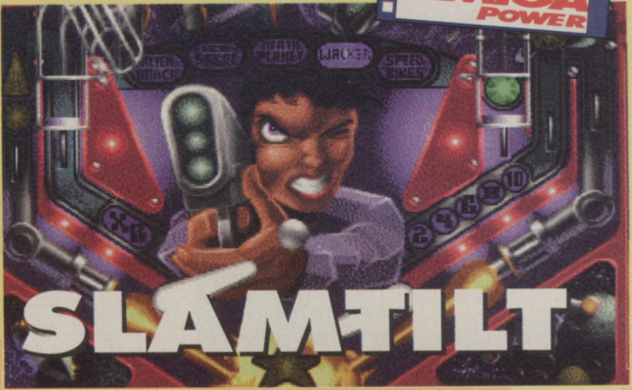
disk 60

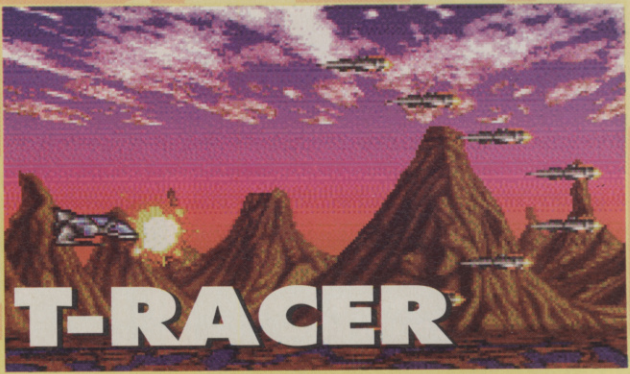
If we could use words to convey the grief we subject ourselves to each month, getting these disks to you, we would. But space doesn't allow.

disk 60
AMIGA POWER

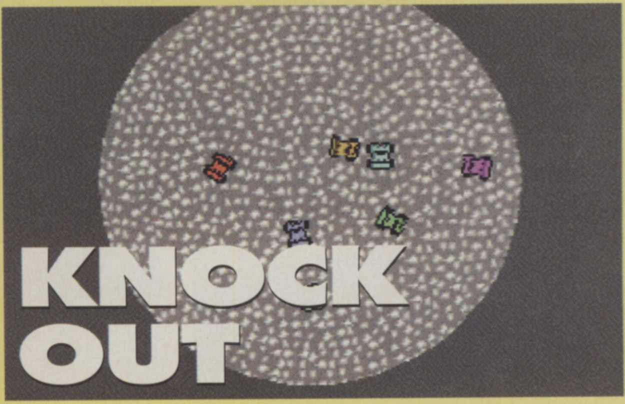
INTRODUCING COVERDISK 60



We were so enamoured with *Slamtilt* when we first saw it that we ordered 21st Century's Helen to get us an exclusive demo quick-smart. And she did.



We're not sure what the 'T' represents, so if you have any suggestions let us know. Or just settle for playing this horizontally-scrolling shoot-'em-up.



Knockout reminds us of fairground dodgems. We liked them when we were young and, now that we're older, we found this was fun too.

GOT A FAULTY DISK?

- Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, chuck it in an envelope along with an explanatory letter and a padded self-addressed envelope (don't bother with a stamp; hey, it's their fault), and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk 60 Returns, TIB, 11 Edward Street, Bradford BD4 7BH. Send them to us and we'll force you to listen to an entire Late Night Lurrve programme on GWR.

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.
- To find any of the games, all you have to do is switch off your machine, insert the appropriate coverdisk, and switch your machine back on again.
- The disks will automatically decompress. It's all quite foolproof. You just need 2 spare disks.
- Just to be on the safe side, though, the on-screen instructions lead you through.
- You'll have to reset your machine in order to move on to load the disks. The games can be loaded by either booting the new disks or by loading Workbench for some of them. Instructions for each game are on the disks.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or more before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals that the program might plausibly not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 60 Returns
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Bradford BD4 7BH

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to TIB. Please.
- We're hoping you're reading this bit too, because sometimes the advice falls on deaf ears. HEED THE ADVICE OR BE DAMNED!

SLAM TILT

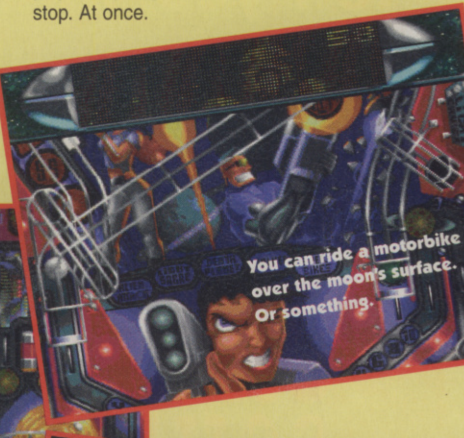
Author: Liquid Dezign

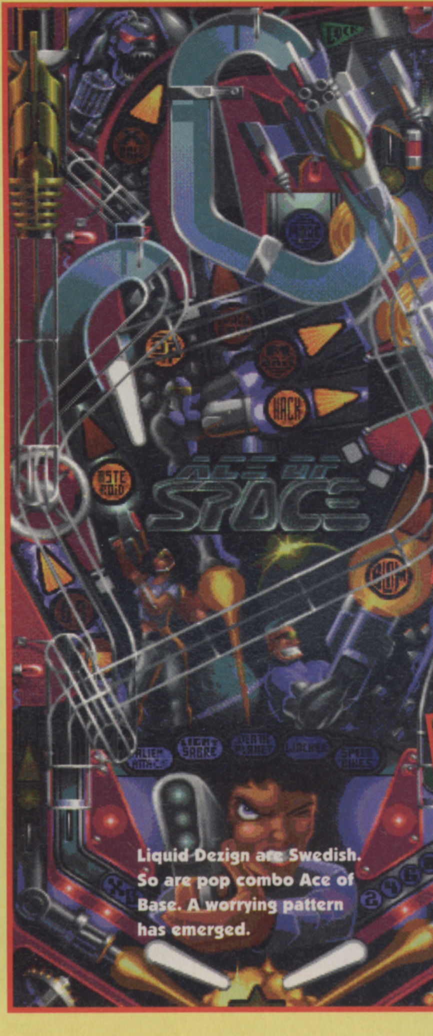
A1200 ONLY

You've only got five minutes, so don't muck about. Launch the ball with RETURN. Left and right flippers are controlled by the two ALT keys. The AMIGA keys are for left and right tilt and SPACE gives the table an upward nudge (don't over use them or it'll get huffy and lock your flippers).

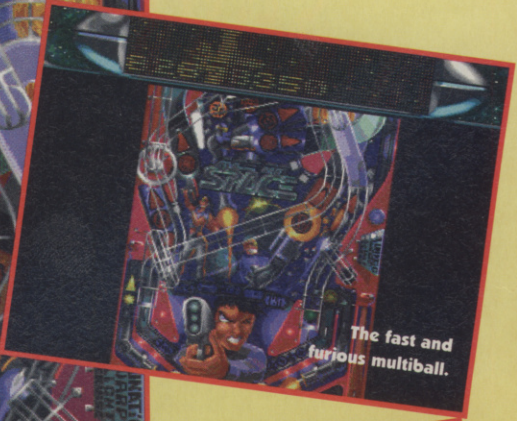
There are modes and bonuses aplenty on this table and we haven't the space to list them all so general advice will have to suffice. If you enter a strange new mode (the scoreboard will tell you) just keep trying to hit loads of stuff. The important stuff (targets and ramps) will be flashing. We know it's not terribly good advice, but you haven't got long enough to worry about subtleties - just get on with it, it'll be worth it. Hitting the correct flashing ramp in Hack The Net Mission Mode, for instance, will get you 75,000,000 points.

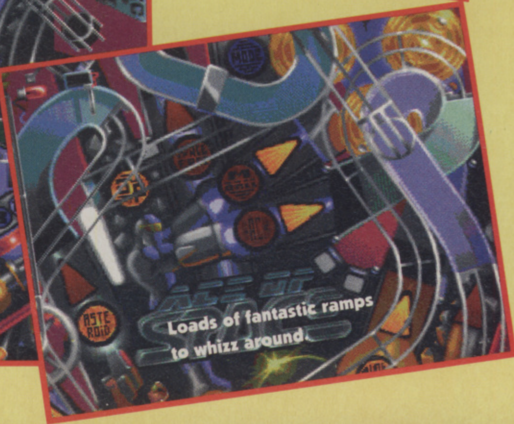
But it's just pinball, for heaven's sake – how much do you need to understand? Just play and play until you get a pain in your neck. And then stop. At once.


You can ride a motorbike over the moon's surface. Or something.

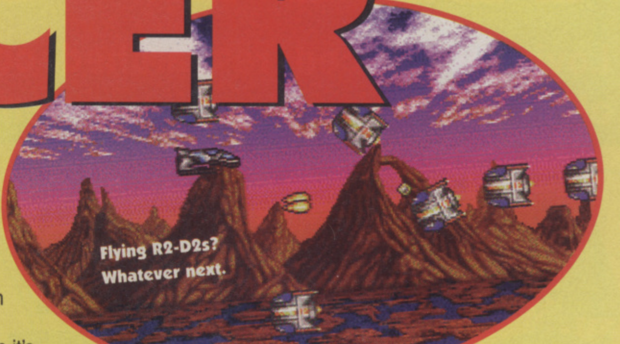


Liquid Dezign are Swedish. So are pop combo Ace of Base. A worrying pattern has emerged.


The fast and furious multiball.


Loads of fantastic ramps to whizz around.

T-RACER



Flying R2-D2s? Whatever next.

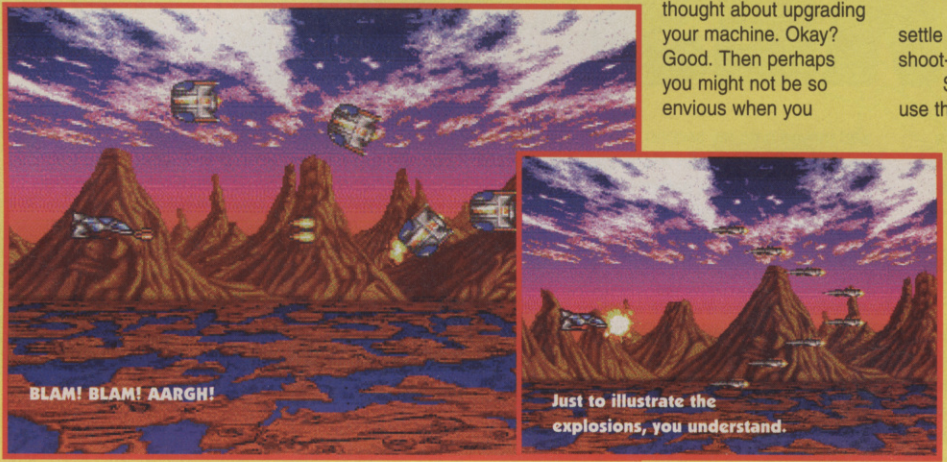
Author: Virtual Dreams

When we asked you, our readers, to tell us how we could improve the magazine, the overwhelming majority of you wanted us to put A500 games on our coverdisks. And, believe me, we try our damnest each month to find something which suits your needs, but it's not getting any easier.

This month's *Slamtilt* demo is indicative of the sort of software which is being published for the Amiga and, in case one of our hints hasn't knocked you out yet, we reckon it's about time you thought about upgrading your machine. Okay? Good. Then perhaps you might not be so envious when you discover you can't play *Knockout*. And have to settle for this rather spiffing horizontally-scrolling shoot-'em-up instead. *(No, hang on. – Ed.)*

So, the controls for *T-Racer* then. Erm, well, use the directional movements of the joystick to determine the position of your tiny, but mighty, space ship. And then fire using the fire button. The majority of enemy ships can be wiped out with a couple of shots, but for those which take a few more while reamining insistent on heading straight for you, it's probably best to get out of the way. Sharpish.

And that's it, it couldn't be simpler. Well, actually, yes it could. But then if you've read this far you've probably got an A500 and wouldn't be able to play the quirky *Knockout* anyway. Am I right? I think so.



BLAM! BLAM! AARGH!

Just to illustrate the explosions, you understand.

KNOCKOUT

A1200 ONLY

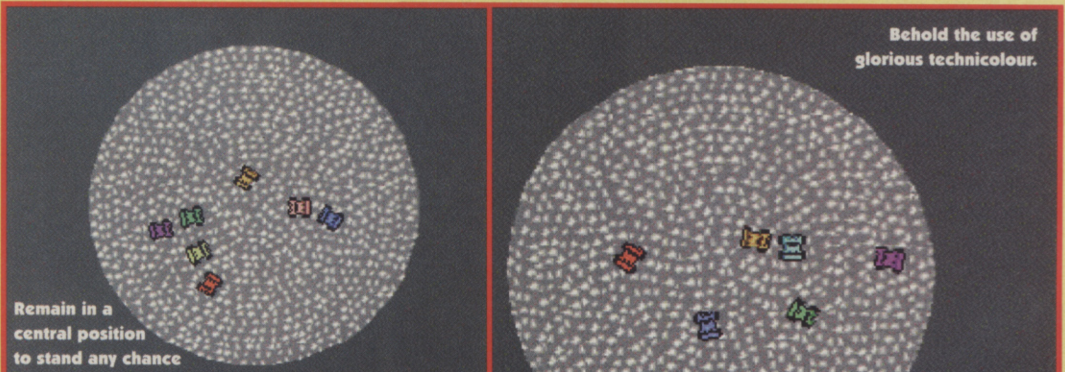
Author: Ben Wyatt

I'm really conscious right now that whatever I write has to justify this game very quickly. You've seen the screenshots and the A1200-only logo and demand a reasonable explanation. Which I understand, so here goes.

Last year, when there were enough AP team members in the office to have a decent stab at the four-player game, *Knockout* became a firm favourite with us mighty beings. Granted, its eight coloured cars on a rapidly shrinking grey circle didn't capture our imagination either, until we'd experienced the nutmegging and knocking that is *Knockout*.

Needless to say, the rules are very straightforward. Each player controls their selected car by pressing fire to move forwards while steering it to avoid careering off the edge. Owing to the decreasing size of the circle and a dodgem-like fiasco in the centre, the number of cars will steadily decrease with the last remaining car having to be steered to safety over a red plank. Only then can the winner take the mickey out of the opponent who'd made a pact to help each other reach the final stand-off. And who then proceeded to head straight for your car.

There is an option to play with just four players and a ball, using the same rules, but we never felt the need to play it. And we're convinced that you won't feel the need either. Oh, and if you're still perplexed by the A1200-only tag, so are we. Still, it's not as if we haven't mentioned the word "upgrade" before, eh?



Remain in a central position to stand any chance of winning.

Behold the use of glorious technicolour.

TRUE STORIES

Lovingly sourced, researched, considered and written, is the process all news stories should experience. Needless to say, these don't.

AP IN OTM GAMES PLUG

This month we bid a fond farewell to the AMIGA POWER preview. Because while the flash still appears on page 10 it has become nothing more than a symbol of hopeless optimism and a source of infuriating ridicule. So gaze at it lovingly and caress it fondly, for you may never see it again in these hallowed pages. Sob.

But hey, all is not lost. We have games to tell you about. (Only they're the same games that we've told you about before. Months ago. Grr.) While this month marks the long-awaited release of *Watchtower*, OTM refuse to sit on their laurels and continue to busy themselves dutifully in an attempt to hurry along the releases of three more games. For the Amiga.

You will, of course, remember *XP8* – a vertical scoller with more than a hint of *Super Stardust* about it, which we previewed in AP56. We had hoped that it might have evolved into more than the demo version we originally saw, but alas Steven Rennocks at OTM dashed our hopes in a manner more cruel than Marks and Spencer running out of their Lite Chocolate Mousse when we're on deadline.

"*XP8*? Well, nothing was ever decided about its release. After we saw the quality of the finished version we weren't very happy with it. But it's something we're still looking at."

I ruled out the possibility of ever seeing *XP8* by placing a huge red cross through it on my list and moved onto my second enquiry. *Starfighter* – an A1200-only space game from the author of *Virtual Karting*, of which we still haven't received any pictures – was scheduled for release this month. A-ha-ha. Bearing in mind that the latest we heard was that it was at an early stage of development, I naively went straight for the jugular. So then, when can we expect to see something remotely playable?

"Ah. It's still being developed."

Really?

"Yes."

And so red cross number two appeared on my list. Things weren't looking too promising.

"But there is a reason for this."

Oh?

"Well, we're concentrating on *Virtual Rally*."

And not, for instance, *Virtual Karting 2*?

"No. *Virtual Rally* is going to be like *Sega Rally* on the Saturn – but on the Amiga. It's just a case of trying to get it to run fast enough. But we're getting there."

Unlike *Virtual Rally*, *Virtual Karting 2* had been on my list and so another big red cross was placed on my notepad. Last on the list was *Atrophy*.

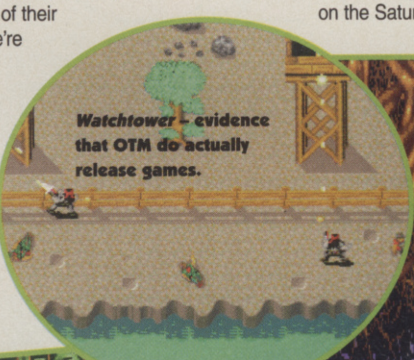
"We re still busy working on it and will send you something as soon as it's ready."

And with that final red cross I completed a full house. Bingo! Or not. As the case may be.

● ***MARTIN AXFORD***

62 Km/h
57
TIME
6th
POSITION

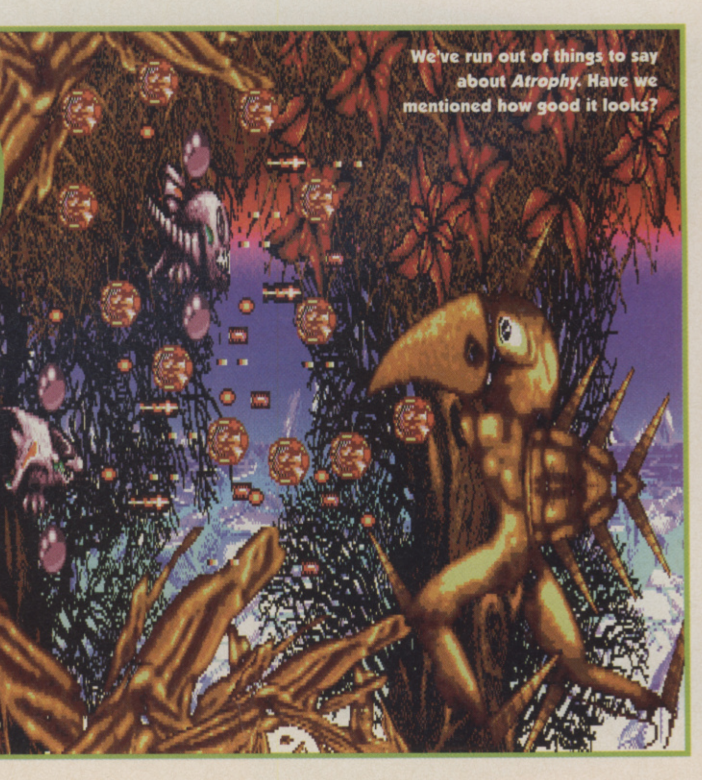
Another artist's impression of *Virtual Karting 2*. By the same Art Ed, if you follow.



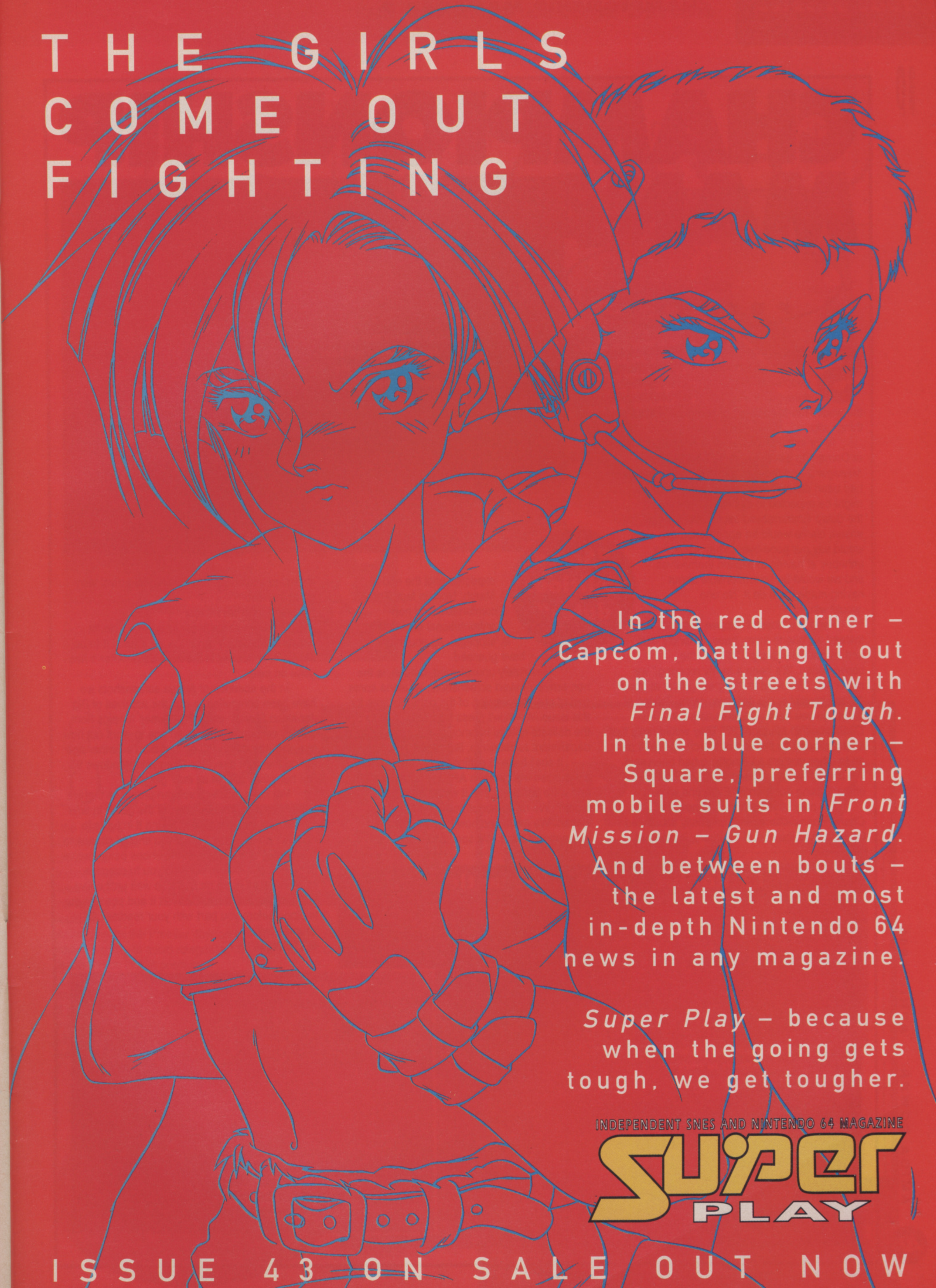
Watchtower – evidence that OTM do actually release games.

10 LEFT
0001600
3
0000000
3
05%
10 LEFT

It's *XP8*. Though it may never see the light of day.



We've run out of things to say about *Atrophy*. Have we mentioned how good it looks?



THE GIRLS COME OUT FIGHTING

In the red corner – Capcom, battling it out on the streets with *Final Fight Tough*. In the blue corner – Square, preferring mobile suits in *Front Mission – Gun Hazard*. And between bouts – the latest and most in-depth Nintendo 64 news in any magazine.

Super Play – because when the going gets tough, we get tougher.

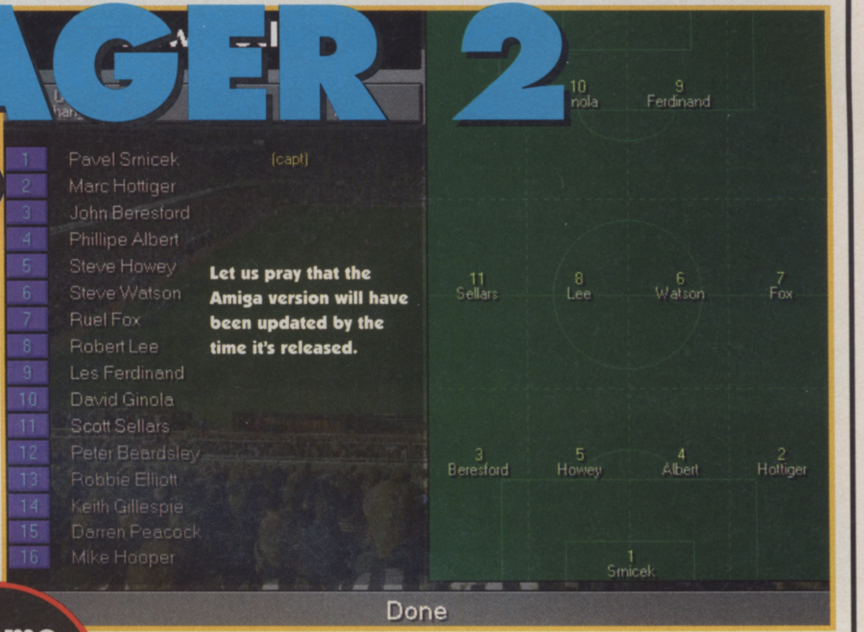
INDEPENDENT SNES AND NINTENDO 64 MAGAZINE

Super PLAY

ISSUE 43 ON SALE OUT NOW

CHAMPIONSHIP MANAGER 2

AMIGA POWER PREVIEW



1 Pavel Srnicek (capt)
2 Marc Hottiger
3 John Beresford
4 Phillipe Albert
5 Steve Howey
6 Steve Watson
7 Ruel Fox
8 Robert Lee
9 Les Ferdinand
10 David Ginola
11 Scott Sellars
12 Peter Beardsley
13 Robbie Elliott
14 Keith Gillespie
15 Darren Peacock
16 Mike Hooper

Let us pray that the Amiga version will have been updated by the time it's released.

Slippage, that's what they call it. And we never question it. Out in the real world people say that things have been delayed, or held up, or put back, but in the wacky fun-filled world of computer software, things slip.

If, for instance, we were to phone our friends at Domark to ask them about *Championship Manager 2* and they were to say that its release had been delayed until the end of March, we might be expected to ask what had caused the delay. Embarrassed explanations would ensue, blame would be apportioned and we would say our good-byes. They would be unhappy at having to explain themselves and we would be uncomfortable about having made them do it. No one would win.

Happily, it doesn't happen like that. Instead we phone them, have a friendly chat and try casually to slip *CM2* into the conversation. "It's been a lovely morning," we might say. "We went to the greengrocer at about 11 and bought some delicious dates. Talking of dates, do you have a release date for *Championship Manager 2*?" They would reply that it had 'slipped' to the end of March and we'd pass on to other matters as if nothing had been said. We find out what we needed to know without embarrassing our friends. Everyone wins.

"Some delicious dates"

You may have gathered by now that *Championship Manager 2*, originally scheduled for release at the end of February, is now not expected until the end of March. Now, in fact. The comfortable and non-confrontational explanation is 'slippage'. As you might have guessed.

Resolutely unexplained, though, is the non-arrival of even screenshots, let alone some sort of playable version of the game, in time for this issue. We didn't press it for fear of disturbing the delicate natural balance of the magazine/PR department relationship. But really. Tch.

It shall have to suffice to say that we first announced the game in AP53 (September '95) and were confident that it would be arriving 'next month'. We raved about how it had been re-written. We explained how it had more of an international slant. We speculated about its improved playability. We awaited its arrival with great interest.

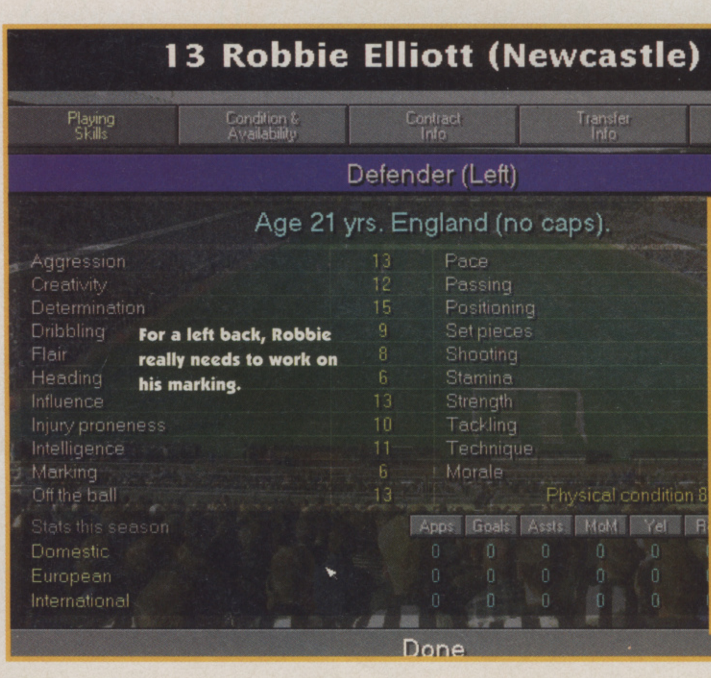
And then we waited.

We were expecting it to be available for review in this issue. And now we expect it to be available for review in the next issue. After it has gone on sale.

In the absence of Amiga screenshots we have been compelled to raid the archives of Big Jonathan Davies' mag, PC Gamer, for pics from the PC version. It took us an age to work out how to switch the damn PC on and then a further age to find the right directory. Even with Windows 95. But here they are. In all their glory.

We have received solemn promises that we shall have a reviewable copy of the game in time for the next issue but we're taking it in turns to hold our breath. Naturally, if you should chance to see a copy of the game in the shops before we've published our review, we urge you to exercise caution. Might it not be better to wait until we've had a chance to have a look at it and pass on our findings before you part with your readies? Of course it will.

● ***TIM NORRIS***



13 Robbie Elliott (Newcastle)

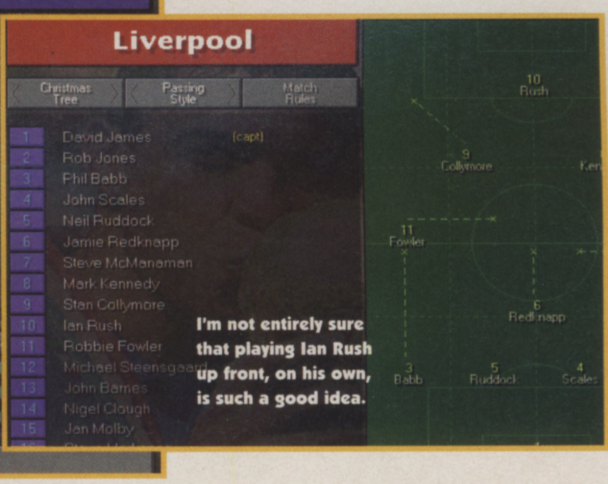
Defender (Left)

Age 21 yrs. England (no caps).

Aggression	13	Pace	
Creativity	12	Passing	
Determination	15	Positioning	
Dribbling	9	Set pieces	
Flair	8	Shooting	
Heading	6	Stamina	
Influence	13	Strength	
Injury proneness	10	Tackling	
Intelligence	11	Technique	
Marking	6	Morale	
Off the ball	13	Physical condition 8	

Stats this season	Apps	Goals	Assts	MoM	Yel
Domestic	0	0	0	0	0
European	0	0	0	0	0
International	0	0	0	0	0

For a left back, Robbie really needs to work on his marking.



Liverpool

1 David James (capt)
2 Rob Jones
3 Phil Babb
4 John Scales
5 Neil Ruddock
6 Jamie Redknapp
7 Steve McManaman
8 Mark Kennedy
9 Stan Collymore
10 Ian Rush
11 Robbie Fowler
12 Michael Steensgaard
13 John Barnes
14 Nigel Clough
15 Jan Molby

I'm not entirely sure that playing Ian Rush up front, on his own, is such a good idea.

UNCOVERED

The Hidden are, by their own admission, a strange bunch. (And let's face it, you'd have to be a bit strange to even consider developing a golf game in which the player is the ball – let alone carrying it out.) However, when I spoke to Craig of The Hidden, I was able to conduct a remarkably normal conversation and managed to glean some information about their forthcoming (and not-so-forthcoming) game releases for the Amiga market.

So then, *The Hidden Golf.*

"Right, we should have a demo version ready by the end of April with the full game due for release in June."

You haven't changed anything important though, have you? I mean, we will still be the golf balls, won't we?

"A-ha-ha. Yes. It was never meant to be a golf simulation – it's just going to be a fun game to play."

Excellent. What other fun things are you busy doing?

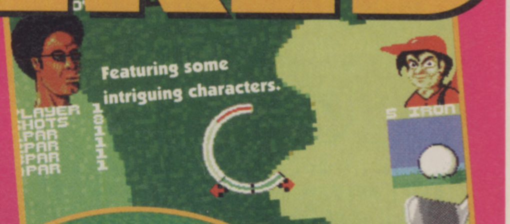
"Well, we're currently working on *The Big End*, our racing game. We're hoping it will be the racing equivalent of *SWOS.* It will be like a simple arcade game but with strategic elements and a high level of playability."

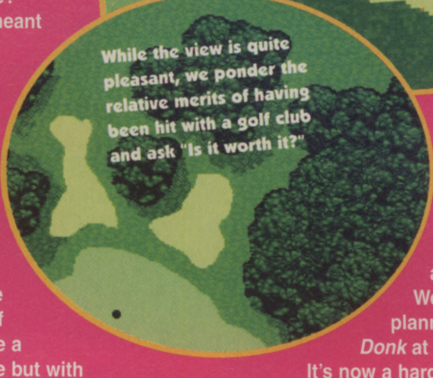
Anything else?

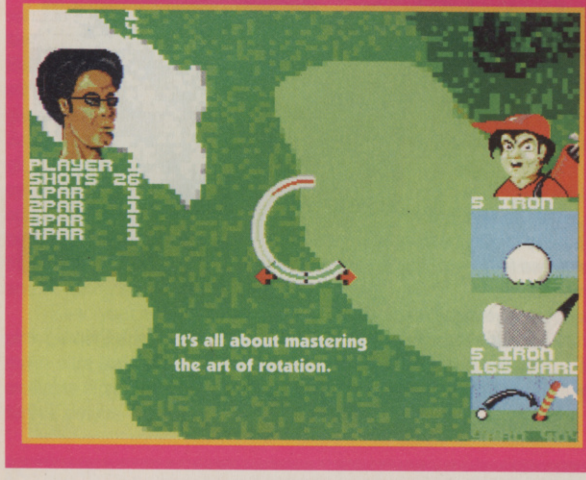
"Oh, there's our manga-inspired war game too. It's working title is *Nip Nip-Corp* and we're hoping to get it out before the end of the year. "Basically, we're just working to get as many games out on the Amiga as possible. We're also planning to release *Donk* at a budget price. It's now a hard-drive installable, A1200 version of the CD32 game and has been tweaked to eliminate the bugs."

And this much sounds very promising. Unlike the story about The Hidden's Simon who is raising money for all these projects by busking. But that's the crazy world of software programmers for you. I guess.

● *MARTIN AXFORD*

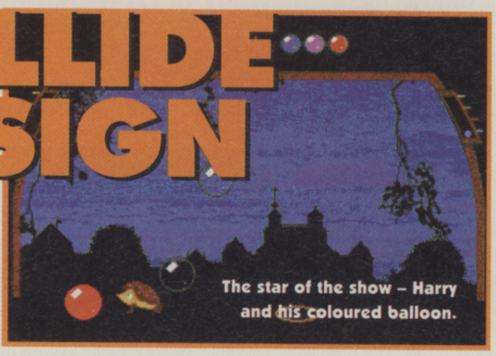

Featuring some intriguing characters.


While the view is quite pleasant, we ponder the relative merits of having been hit with a golf club and ask "Is it worth it?"



It's all about mastering the art of rotation.

COLLIDE DESIGN

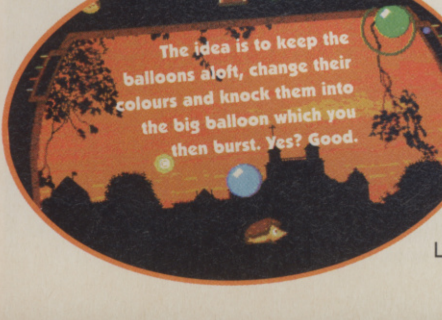

The star of the show – Harry and his coloured balloon.

If the software industry was split into various football leagues, Guildhall, OTM and Team 17 would be challenging for the Premier division championship. Collide Design, however, would be trying to avoid relegation from the Vauxhall Conference. Not that they deserve to be in that position.

Collide Design are Nick Goring and Matt Fisher, two initiative-showing young lads, eager to repay the Amiga market with games that have high levels of playability and fun at an affordable price. Their most recent release (their only release to date) is *Harry's Balloons*, a game involving skill, judgment and a hedgehog called Harry. We would have reviewed it this month but for the two corking budget releases which we were handed instead. Ho-hum.

In a manner similar to Elton Bird's appeal last month, Nick and Matt would like to hear from anyone with ideas for games. They're willing to write for all machines so A500 owners, now is your chance. Their address is

Collide Design, 501
International House,
233 Regent Street,
London W1R 8QD.


The idea is to keep the balloons aloft, change their colours and knock them into the big balloon which you then burst. Yes? Good.

THE RUGBY MAGAZINE
FIRST XV

"Oh no! The captain's run off with my copy of FIRST XV"

The very best in rugby journalism – every month

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MYSTERY PRESS RELEASE CORNER

Imagine drowning in boiling vat of diesel oil. Not a nice thought is it? Now imagine being sent tedious and ill-advised press releases every day and it begins to seem quite appealing, eh? Or possibly not.

Just when we'd resigned oursleves to losing our Mystery Press Release Corner forever (Melfax haven't sent us anything for ages), some PR toffs came to the rescue. (It was actually addressed to Linda Barker but we opened it, the mischievous tykes we are). We were pleasantly surprised to learn that *disc.Art* is "a new all-card pack designed as an alternative to plastic cases for marketing CDs" though we couldn't help but wonder if our waterproof receptacles really needed tinkering with. Still, according to the babble on the release they're eco-friendly and the Germans like them.

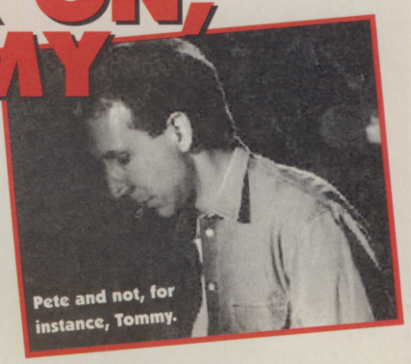
It is alleged that Tony Hart of Take Hart fame crafted the origamic creation after being inspired by one of the entries to his Gallery. Which, of course, isn't even remotely true. But it's a thought, however desperate it may be.

Look, it's just cardboard packaging. Why the big fuss?

TRAINSPOTTED

Trainspotting. If you've never read Irvine Welsh's book, do so. If you haven't seen the film yet, watch it. If you haven't heard the soundtrack, buy it. However, if you are inclined to spend hours sitting on a cold and damp station platform at weekends, wearing a waterproof cagoule, drinking mushroom and onion soup from a thermos, eating beef and potato pies and scrawling the numbers of trains on the pages of a feint margined notebook, then don't. Choose life?

ROCK ON, TOMMY


Pete and not, for instance, Tommy.

A new production of Pete Townsend's 1969 rock opera, Tommy, has recently opened in the West End to enthusiastic reviews. Ever keen as we are to scrape the very bottom of the mighty barrell of news, we feel justified in mentioning it because it's about a young man who finds salvation through pinball. And pinball is this month's theme.

Anyway, Tommy is currently playing at the Shaftesbury Theatre, Shaftesbury Avenue 0171 werwerwer werwerwer. Seats, as they say, in all parts.

Films, TV, Books, Comics, Video, Models and more…

RESULT! SPECIAL AWARDS ISSUE!
10 Adventures in Science Fiction
SFX
HYPERNAUTS Exclusive! Babylon 5 effects guy Ron Thornton's new show!
X-GOD X-Files producer Howard Gordon speaks!
I AM LEGEND Richard Matheson in the SFX interview
DAVID GEMMELL We cross swords with the hard man of heroic fantasy
So, Guess Who Won?
The X-Files Babylon 5 Star Wars & more in our hot awards issue!
PLUS! 12 Monkeys! Bruce, Brad, and the dirty dozen: Terry Gilliam reveals all!

WHO WON? WHO LOST?

ISSUE 10 ON SALE NOW!

IT'S THE SFX READER AWARDS 1995

Future

PLUS! 12 MONKEYS, MAX HEADROOM, DAVID GEMMELL AND, OF COURSE, THE X-FILES...

http://www.futurenet.co.uk/

THE AMIGA POWER READ-BEFORE-YOU-BUY SECTION

Hey, it's a big, bad world out there, so before you buy anything through mail order, make sure you follow the AMIGA POWER guide to avoid getting fingers, and wallets, burned:

1) Don't just read the ad and then send off your hard-earned cash. Ring them up first. This way, you can not only make sure what you want is in stock, but also check out their service. Do they replace faulty equipment? How quickly do they deliver? Are there any charges for delivery? We don't know, but they will.

2) Read the small print in the ads. If it's small, they're obviously trying to hide something.

3) It's a bit dodgy if there isn't an address on the advert. Also, if you phone them up and they don't answer, avoid, Avoid, AVOID. If you get into trouble, this ISN'T a company you want to be dealing with.

4) If you've got a credit card, use it. For purchases over £100, most big name credit cards legally entitle you to claim compensation if the retailer goes bust. Check your card documentation for further details, and ask about extra insurance.

5) DON'T SEND MONEY OR POSTAL ORDERS. Credit cards or cheques only. This is the '90s for crying out loud, not some fondly remembered Billy Bunter-esque decade of picnic baskets from rich land-owning uncles.

6) Keep records. For credit card purchases, make a note of the time of the order and get them to give you an order number. When ordering over the phone, double-check the price before ordering.

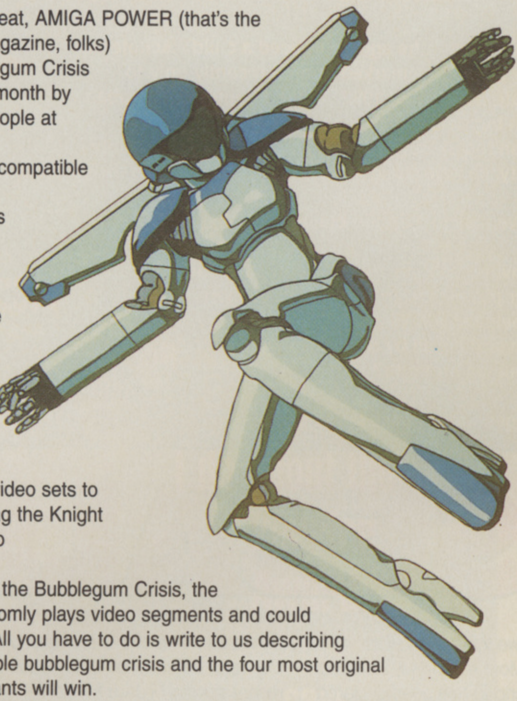
7) Keep records. For cheque purchases, fill in the cheque stub with the right amount and full name of the company.

8) When your goodies arrive, check everything straight away. If anything's broken or missing, phone and complain straight away.

9) Keep up to date: Order from the most recent issue of AP which is what you should be reading now.

10) If it doesn't work out, phone the retailer first. Don't yell at them or anything, just tell them clearly what your problem is and the chances are they'll probably tell you it's all been a silly mistake and sort everything out right away. If, however, you think you've just given your money to a grade-A scumbag, phone up your local Trading Standards Officer. He's in the phone book, and good luck.

STICK THIS



By some strange feat, AMIGA POWER (that's the AMIGA games magazine, folks) was sent a Bubblegum Crisis screen saver this month by some very nice people at Anime Projects. Unfortunately it is compatible with Windows and Macintosh systems only. And not, for instance, the Amiga. Hnngh.

Still, because you readers are our friends, we have ben sent four fantastic Bubblegum Crisis screensaver and video sets to giveaway. Featuring the Knight Sabers, the techno glamourpuss cyberhero crew of the Bubblegum Crisis, the screen saver randomly plays video segments and could be yours to own. All you have to do is write to us describing the worst imaginable bubblegum crisis and the four most original and amusing entrants will win.

Send your entries to I'm forever blowing bubbles with my lurid pink bubblegum, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW and make sure they arrive no later than 30th April 1996. The screensavers are available direct from Anime Projects, priced £30.99. Call (01248) 370044 for further details.

Working the hours God sends, he's...

THE DISSEMINATOR

Eager to disseminate essential information to the masses, he thoroughly examines all his information, gathered from three Amiga games magazines, before staying up late every night to compile his findings. Which he presents to you, here.

	The One	Amiga Action	AP
Airbus 2	—	67%	24%
Breathless	—	85%	‡56%
Coala	90%	89%	78%
Citadel	—	67%	67%
Dungeon Master 2	—	85%	50%
Extreme Racing	—	85%	59/69%
Fears	87%	92%	40%
Flight of the Amazon Queen	91%	87%	‡84%
Hillsea Lido	80%	87%	54%
Pinball Mania	—	‡72%	11%
Pinball Prelude	—	89%	81%
Speris Legacy	—	‡86%	‡50%
Star Crusader	—	90%	17%
Super League Manager	52%	34%	89%
Super SF2 Turbo	—	‡85%	25%
Super Tennis Champs	93%	88%	‡92%
Thomas the Tank Pinball	—	81%	17%
Timekeepers	89%	*87%	82%
Turbo Trax	79%	92%	46%
Virtual Karting	—	64%	80%
Worms	94%	‡94%	60%
Zeewolf 2	90%	91%	90%

† Later to emerge as a full game on their coverdisk
‡ Cover illustration of review issue
* On sale through magazine in "special offer"

AMIGA POWER RECOMMENDS

These fine games would fly in the face of danger just to say "Hello!"

FOREST 0-3 NOTTS COUN

SWOS 1996

(AP57, 96%)

It can't be beaten, we think. That's why we've awarded it an uncharacteristically mammoth score. Which is not like us. But this is the ultimate footy game. And so we almost exploded with pleasure. Which isn't like us, either. We didn't even have any Downers for our Bottom Line box. But that might just have been Martin being lazy.

ZEEWOLF 2

(AP57, 90%)

Everyone says Leonardo Da Vinci invented the helicopter. Have you ever seen his drawings of a helicopter? Does that look like a working design to you? No, nor to us. The helicopters in *Zeewolf 2* look like they might fly. The missions are interesting. The effects are good. It loads quickly and easily. And we love it.

TENNIS CHAMPS

SUPER TENNIS CHAMPS

(AP56%, 92%)

Slightly marred by the exemption of women and mixed doubles (you have to buy them as data disks) *Super Tennis Champs* nonetheless slouches comfortably as the Amiga's greatest tennis game. All that could be wished for is found here. And, in a way, we begat it. Please – no thanks are necessary.

CIVILIZATION

(AP57, 93%)

By Oscar Meyer. Oh, no, that's hot dog sausages. This one's by Sid Meier and it's about civilization. But you could have guessed that. What you couldn't have guessed is that it's astoundingly entertaining. You must take a bunch of primitives and guide them towards a glorious future full of wonderfulness. Using only your skill and judgement.

ALIEN BREED 3D

(AP56, 91%)

Explore. Kill. Explore. Kill again. Moody. Atmospheric. Fair. *Doom* – but on the Amiga. We didn't like the fact that there were no maps. But we drew our own and we've printed them all now, so even that's no longer a valid criticism. What more could you possibly want? Well, there is that. Oh, yes, and that, too. All right, there are loads of things you could possibly want, but you should want this, too. Okay?

Consigned To Heaven

There are places I'll remember all my life, though some have changed.

BAKED BEAN FLAVOUR CRISPS
During the 1970s, Golden Wonder sold crisps flavoured like baked beans. Seemingly only Tim can remember them but he says they were in an orange packet and tasted fantastic. Bring them back AT ONCE.

ROWAN AND MARTIN'S LAUGH IN
Sock it to me. Look that up in your Funk And Wagnall's. The flying fickle finger of fate. You bet your sweet bippy. Very interesting, but stupid. I'm sorry, I forgot the question.

CANOE SQUAD
(That's quite enough Canoe Squad references for one issue. – Ed.)

GOING DOWN

Hey, you, get off my cloud. Don't hang around cos two's a crowd.

PAUL MCKENNA
When we click our fingers you will imagine you're a popular TV entertainer…
No, wait until we click our fingers.

TIM'S NEW SUNGLASSES
The lenses are different colours FOR GOD'S SAKE. If you blow over a ton on a pair of sunglasses you at least expect the lenses to be the same colour.

They're going back in the morning, we can tell you.

COMPUTERS
They're obsolete within a week, they cost a fortune to buy, the software's too expensive and hardly ever works properly anyway and… No, hang on, that can't be right.

SCOOT-TASTIC

When Martin joined AP seven months ago he noticed a child's scooter in the cycle racks in the car park. He remarked upon it recently only to discover that Tim first noticed it late in 1992. Around September. Probably on a Tuesday. After lunch but before tea time.

Clearly it's been abandoned, but by whom? And why? It's perfectly serviceable, if a little rusty, so why should it have been left to rot in the car park of a publishing house?

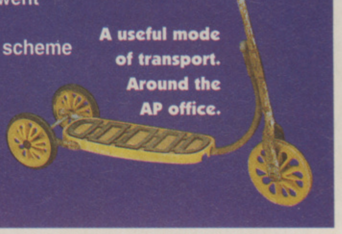
Was it the getaway vehicle in a daring bullion heist that went disastrously wrong?

Was it part of an 'environmentally friendly' company car scheme that was abandoned after protests from horrified publishers who feared losing their beloved BMWs and Mercedes?

Was it idly tossed over the wall by a careless child possessed of almost inhuman strength?

Or what?

If you have any suggestions, please let us know.



A useful mode of transport. Around the AP office.

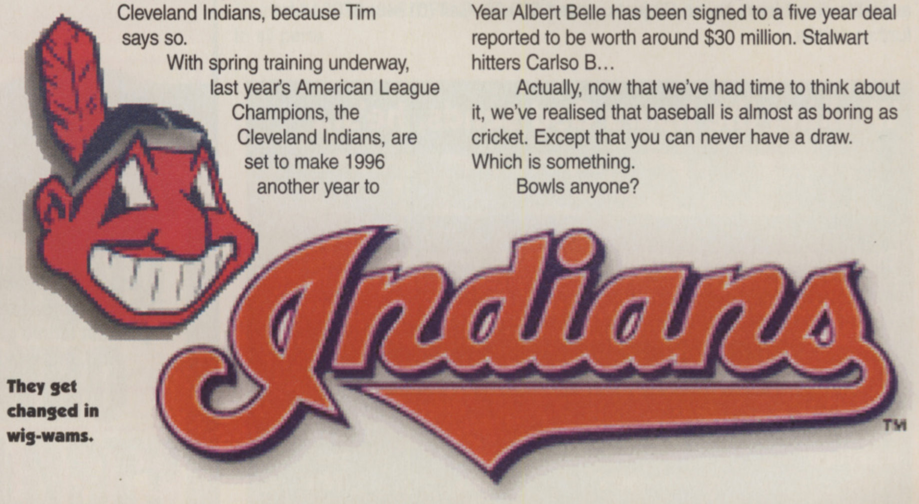
BASEBALLS

What this magazine needs, we thought, is more contact with the real world. More real news. Including (God help us) sport. Sadly, cricket has been declared officially the DULLEST GAME IN THE WORLD so we've decided to cover the 1996 baseball season instead. Our adopted team shall be the Cleveland Indians, because Tim says so.

With spring training underway, last year's American League Champions, the Cleveland Indians, are set to make 1996 another year to remember. One of the strongest pitching lineups in the Major League has been made even better by the recent signing of Jack McDowell, a right-hander formerly with the New York Yankees. The Tribe could easily make it to the World Series agin this year, especially now that 1995 Sporting News Player of the Year Albert Belle has been signed to a five year deal reported to be worth around $30 million. Stalwart hitters Carlso B…

Actually, now that we've had time to think about it, we've realised that baseball is almost as boring as cricket. Except that you can never have a draw. Which is something.

Bowls anyone?

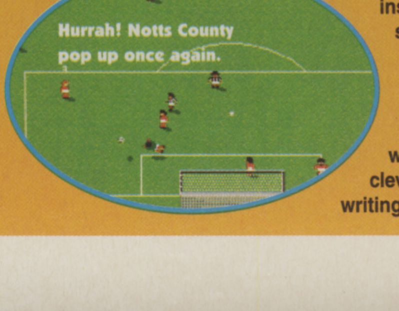


They get changed in wig-wams.

SWIZZLE

So your *SWOS* team editor still doesn't work, eh? You followed the instructions on the disk itself, you tried following the instructions we printed last month but you discovered no instructions worked. Oh dear. Thankfully, many of you have managed to make the all important breakthrough and have been quick off the mark to inform us of your success.

Still, that doesn't help people like Paul Hawkins of Bristol who wrote in to The Last Resort this month begging for ““really simple” instructions. While two sets of different instructions have been sent in already, the more we receive the merrier you bunch of miseries will be. So then, the clever-clogs among you, get writing to the usual address.

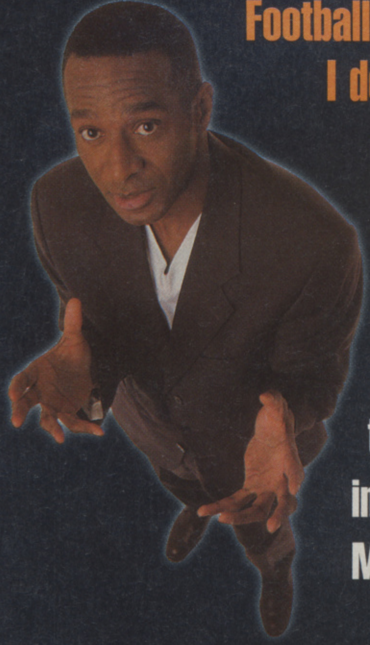


Hurrah! Notts County pop up once again.

Inside The New Issue Of...

Comedy Review

"I probably care more about what's going on in the third division of the Bolivian Football League than I do about the Perrier Award..."



...says Felix Dexter, the funny one in The Real McCoy.

Tired And Hazy Guy
Steve Martin on Sergeant Bilko, and why he's spurning cinema for the stage

Stumped Again!
Nick Hancock, Lee Hurst and Rory McGrath on the return of They Think It's All Over...

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IN THE STYLE OF...

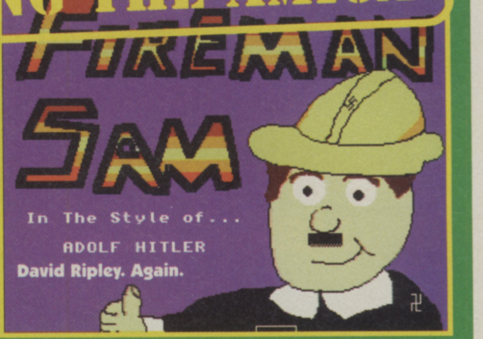
YOU'RE KILLING THE AMIGA

Last month, we were under the misguided impression that entries for In The Style Of... would start to improve. Beginning with this month's entries. Yet it appears our effortless ridicule of your poor attempts has had little effect. And we thought you cared. Tch.

So, regrettably, there will be no In The Style Of... winner this month. There were no pictures that made us laugh, there will be no high score knocked down for some piffling reason and, consequently, there will be no software winging its way to the Outer Hebrides.

If you think we're just a bunch of spoilsports, take a good look at some of the tat you lot churn out – often causing us to wonder if we unwittingly print a braille edition of AP.

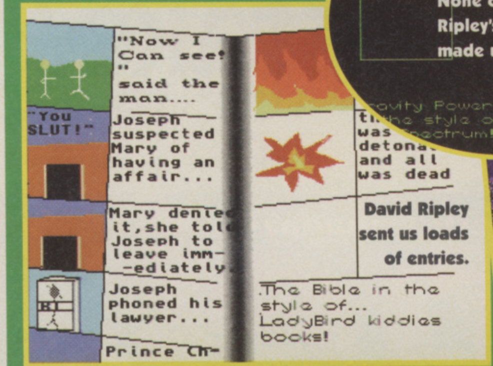
If you have an In The Style Of... which is better than anything here (think carefully, now) send it on a Deluxe Paint-readable disk to In The Style Of..., AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. And don't forget to include your name and address and what model Amiga you own.


FIREMAN
SAM
In The Style of...
ADOLF HITLER

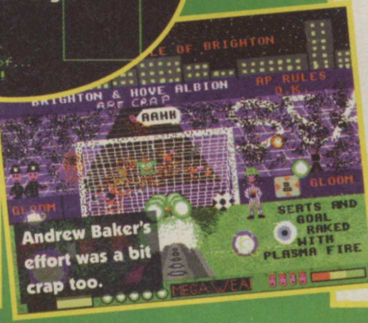
David Ripley. Again.

Gravity Power
in the style of...
was Spectrum!

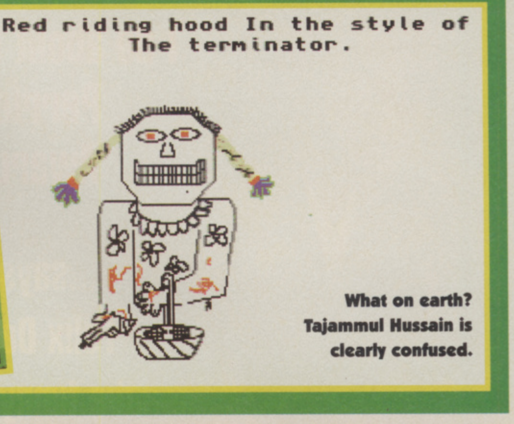
None of David Ripley's entries made us laugh.


"Now I Can see! " said the man....
"You SLUT!"
Joseph suspected Mary of having an affair...
Mary denied it, she told Joseph to leave imm--ediately.
Joseph phoned his lawyer...
Prince Ch-
was detonat
and all was dead
.The Bible in the style of... LadyBird kiddies books!

David Ripley sent us loads of entries.


…LE OF BRIGHTON
BRIGHTON & HOVE ALBION ARE CRAP
AP RULES O.K.
AAHH
GLOOM
GLOOM
SEATS AND GOAL RAKED WITH PLASMA FIRE
MEGA WEA

Andrew Baker's effort was a bit crap too.


Red riding hood In the style of
The terminator.

What on earth? Tajammul Hussain is clearly confused.

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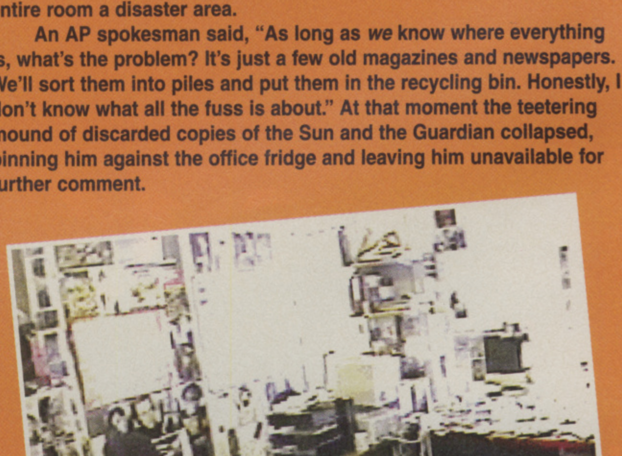
NOW

MR & MRS MESSY

Following a recent inspection by the Health And Safety Executive, parts of the AP office have been deemed unfit for habitation and the International Red Cross is pressing the government to declare the entire room a disaster area.

An AP spokesman said, "As long as *we* know where everything is, what's the problem? It's just a few old magazines and newspapers. We'll sort them into piles and put them in the recycling bin. Honestly, I don't know what all the fuss is about." At that moment the teetering mound of discarded copies of the Sun and the Guardian collapsed, pinning him against the office fridge and leaving him unavailable for further comment.



TOP TWENTY CHARTS TOP TWENTY

1. WORMS
Ocean/Team 17 £30 ★★★
2. SENSIBLE WORLD OF SOCCER
Renegade £25 ★★★★★
3. SUPER SKIDMARKS
Acid £25 ★★★★★
4. COMBAT CLASSICS 3
Empire £30 ★★
5. ULTIMATE SOCCER MANAGER
Anco £30 ★★★★
6. SOCCER STARS '96
Empire £30 ★★★
7. SUPER LEAGUE MANAGER
Audiogenic £30 ★★★★
8. FLIGHT OF THE AMAZON QUEEN
Renegade £30 ★★★★
9. PLAYER MANAGER 2
US Gold £30 ★
10. COLONIZATION
Microprose £35 ★★★★★
11. RISE OF THE ROBOTS
Mirage £43 ★
12. SENSIBLE GOLF
Virgin £30 ★★★
13. AKIRA
Ice £30 ★
14. TURBO TRAX
Arcane £30 ★★
15. SKIDMARKS
Acid £30 ★★★★
16. TACTICAL MANAGER 2
Black Legend £26 ★
17. FIFA INTERNATIONAL SOCCER
Electronic Arts £30 ★★★
18. SUPER STREETFIGHTER 2
US Gold £35 ★★★
19. POWERDRIVE
US Gold £30 ★★★
20. ZEEWOLF 2
Binary Asylum £30 ★★★★★

TOP FIVE BUDGET CHARTS TOP FIVE BUDGET

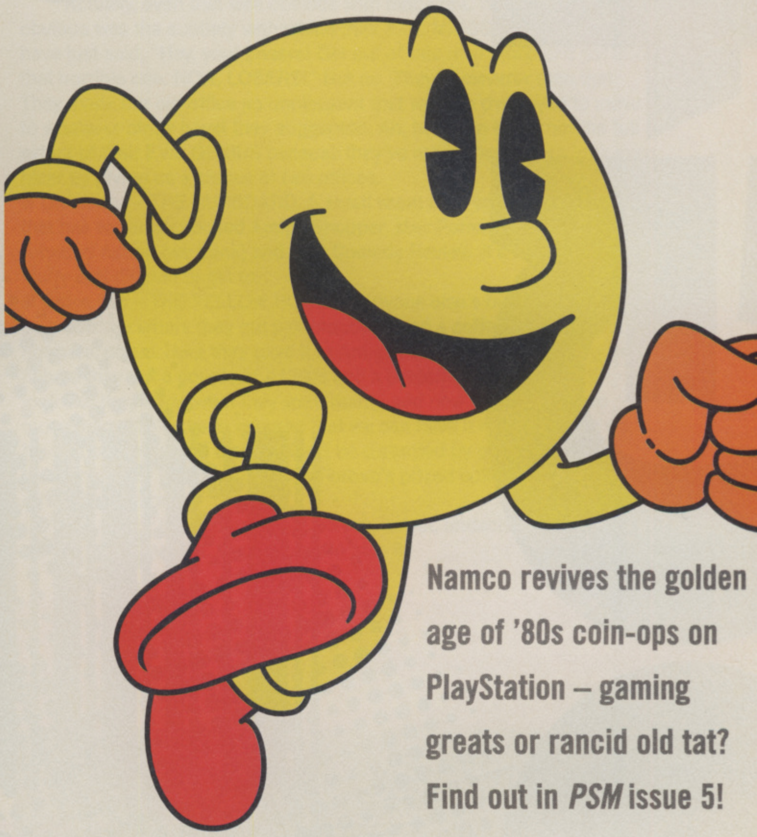
1. MORTAL KOMBAT
Virgin £10 ★★★★
2. THE SETTLERS
Blue Byte £10 ★★★★★
3. COLUSSUS CHESS 10
CDS £10 ★★★
4. BLOODNET
Gametek £10 ★★★★
5. USM DATA DISKS
Impressions £10 ★★★

TOP FIVE CD32 CHARTS TOP FIVE CD32

1. IMPOSSIBLE MISSION
MicroProse £30 ★★
2. PINBALL FANTASIES
21st Century £30 ★★★
3. WORMS
Ocean/Team 17 £30 ★★★
4. POWERDRIVE
US Gold £30 ★★★
5. SPEEDBALL 2
Renegade £30 ★★★★★

The charts are © ELSPA

Pac is back!



Namco revives the golden age of '80s coin-ops on PlayStation – gaming greats or rancid old tat? Find out in *PSM* issue 5!

On sale now!

PlayStation Magazine
5

PSM's exclusive CD boasts playable demos of *Total NBA '96, Mickey's Wild Adventure, Thunderhawk 2, Lone Soldier*, and *Striker*!

Official UK PlayStation™ Magazine No. 5

Check out our home pages on FutureNet at http://www.futurenet.co.uk

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of the year
Industry awards
Issue thirty-one
on sale 1[illegible]
at selected newsagents

THINGS OUR LAWYERS TOLD US TO LEAVE OUT

Even MIGHTY BEINGS must occasionally take legal advice lest the sinister agents of the global powermongers gain advantage by pursuing us through the courts for infringement of the libel, indecency or some other trivial bourgeois laws. This month's meeting with our trusted counsel produced this small list of words and phrases which, if printed in their proper context, could have resulted in our being forced to make heavy financial settlements in favour of the 'injured' parties or even, in one case, a lengthy jail sentence.

"with an a haddock"
"half-wit"
"dongle"
"Kylie Minogue"
"hapless"
"ludicrous"
"theodolite"
"pianist"
"in alphabetical order"
"slack"
"member"
"notice board"
"with disturbing precision"
"tights"
"strangely unaffected"
"aubergine"
"an affair with an Albanian cultural attaché"
"and she smiled"
"Lulu"
"cantilever"
"tasty but talentless"
"squared off"
"emblazon"
"fetlock"
"tautology"
"in a trout farm"
"hot tart"
"rickets"

BRRR

In a desperate bid to raise funds to ensure the survival of the mag, the AMIGA POWER Memorial Fridge has been offered for sale to a number of major British art galleries and museums. The fridge, we said in our letter, is decorated with the images of AP staff now departed and, as such, is an aesthetic record of contemporary popular culture, reflecting the broad range of talents employed in the production of computer game magazines in the 1990s.

So far we have had only one reply from a gallery in London. They said, "It's just a fridge with some pictures on the side, right? Would we get the contents of the fridge as well? We'd only be interested if there were a few cans of F-Max inside. Now there's a real pop culture icon of the late 1990s."

GADGET CORNER

No ordinary screwdriver, oh no.

Just about the most useful thing you can have around the home is a cordless screwdriver. We think. They click. They whir. They unscrew screws. Or screw them back in again. We favour the Black & Decker 9018, but recommend that you seek the advice of a qualified DIY practitioner before making a purchase of your own.

WE'RE GOING PLACES

The reason for the recent wall removal and mysterious furniture shuffling in and around the AP office has finally become clear – THEY were trying to make us uncomfortable. Actually, that much was obvious, but it has now become apparent WHY they were trying to make us uncomfortable. THEY WANT US TO MOVE.

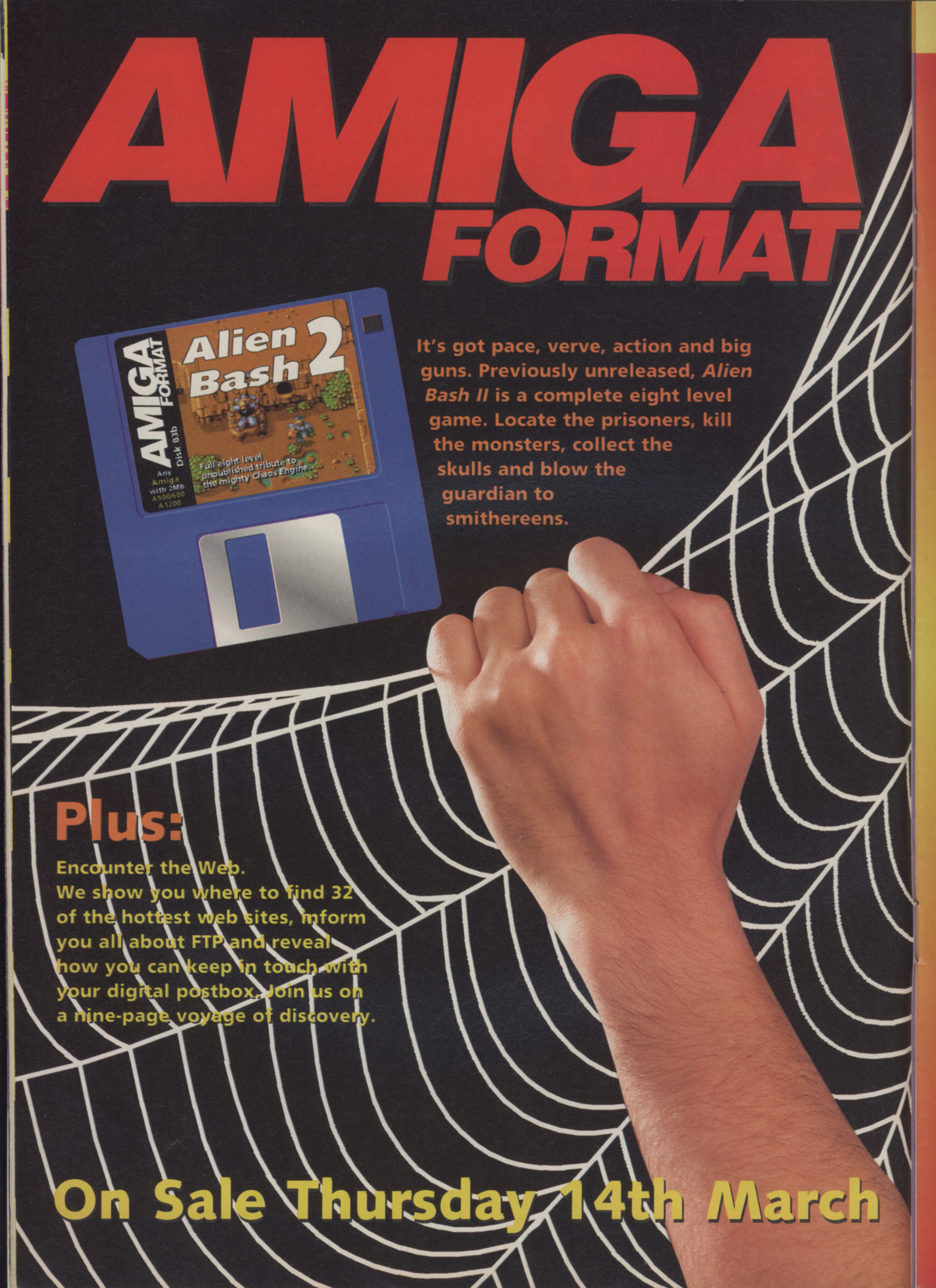
Actually, even that was obvious with hindsight. What was not obvious was the subtlety with which their EVIL MINDS work. They could have just said, "Hey, you! Losers! Get out of this nice office and get into that horrible one. NOW, LOSERS!" But no. They're cleverer than that. They made our old office so unpleasant that we'd be overjoyed to move to whatever dingy hovel they suggested. Ah, but even that's not the full extent of their EVIL GENIUS because they've made themselves look even nicer by giving us a choice of two offices.

- **Office one – THE CUPBOARD. A small room off a winding staircase that has variously housed Amiga Shopper, Mac Format, PCW Plus, Amstrad Action (we think) and now Comedy Review. It's L shaped, dark, stuffy and difficult to get to.**
- **Office two – THE YELLOW ROOM. In anyone else's building this would be a corridor where they put a photocopier and a coffee machine, but not here, oh no. Here they gave it to Amiga Format as their 'testing room' (where they put a couple of A1200s and a soldering iron to make it look like they knew what they were doing) and now they want US to move there. We've been assured that we can have it repainted, but we haven't been assured that we won't be disturbed by people traipsing through all day looking for Amiga Format's prized collection of broken A1200 trapdoors.**

We favour the cupboard but we are, as yet, undecided. We'd welcome your advice. If you'd care to give it.

AVAILABLE FROM YOUR NEWSAGENT NOW!

arcane
the roleplaying magazine
War baby
Introduce the ultimate conflict to your campaign
Roru Prayingu
What the hell is going on with Japanese roleplaying?
Woo – Woo
The golden age of steam explored in our mysterious 12 page encounter
Heresy
This year's most gorgeous card game gets the full arcane treatment
VAMPIRE: THE DARK AGES
Read our full and frank review of White Wolf's most fantastic roleplaying game yet


AMIGA FORMAT
Alien Bash 2
Full eight level unpublished tribute to the mighty Chaos Engine.
Disk 83b
Any Amiga with 2Mb A500/600 A1200

AMIGA FORMAT

It's got pace, verve, action and big guns. Previously unreleased, *Alien Bash II* is a complete eight level game. Locate the prisoners, kill the monsters, collect the skulls and blow the guardian to smithereens.

Plus:

Encounter the Web.
We show you where to find 32 of the hottest web sites, inform you all about FTP and reveal how you can keep in touch with your digital postbox. Join us on a nine-page voyage of discovery.

On Sale Thursday 14th March

Tommy, the Pinball Wizard of stage, screen and song, was a deaf, dumb and blind kid. And yet he managed to overcome his difficulties to become famous the world over as a player of pinball and leader of cults. We all have problems to overcome, both large and small, all of which serve to build character and make us better people. Which got us thinking...

JUST HOW DO WE THINK WE'RE IMPAIRED?

TIM NORRIS

"I was going to say it's my eyesight," said our bespectacled absentee ed. "But of us all only Martin seems to be unencumbered by spectacles or contact lenses so I think that might be a little dull. Over the years, the thing that's troubled me most is that I can't draw," he said, holding up his recent effort to sketch ideas for the cover. "I've overcome that particular impediment by being a writer. And not having to draw at all." We tried to point out that simply ignoring your problems wasn't quite what we had in mind, but he had a reply. As always. "But it's a perfect solution and one that has served me well. Remember: if at first you don't succeed, try something else instead."

SUE HUNTLEY

"No matter how hard I try I'm completely unable to climb ladders," said our influenza-infested design supremo. Suprema. Whatever. "I get up to the third step and freeze. I tried to overcome it by removing the third step altogether and passing straight on to the fourth but I think it might actually have something to do with my fear of heights so that was no help." Never one to be downhearted, though, she has managed to turn it into an advantage. "It means I never have to wallpaper the living room or clean the gutters. Which leaves more time for the important things in life, like reading. Will you get that book down for me from the top shelf, please?"

MARTIN AXFORD

"When I was a lad," mused the world's untidiest production editor, "I dreamed of being a top class footballer. The thing is that I can't kick with my left foot. No matter how much I trained, I couldn't manage to get the ball to do what I wanted." We tried not to show our disappointment that, once more, Martin had managed to steer the conversation on to football. "All the world's best players can kick well with both feet," he continued, affecting not to notice our stifled yawns, "and I find that I just have to work doubly hard with my right to compensate. It also presents me with difficulties in front of goal. When I'm running to the left, I often have to cut inside..." But we'd gone out to lunch.

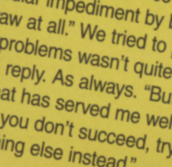
JONATHAN NASH

"I've been somewhat hampered by the absence of an identity," said Jonathan, "but I've managed to overcome my impairment by taking on personality facets of whoever I'm speaking with at the time. At the moment, for example, I'm posing as my own reply to this Just Who Do We Think We Are? question." We paused to think this through. "No, um, that's actually me pausing in your style." So who's this now? "A faultless impersonation of you're being me. No. Yes. Aaarghh. (Slump)." Aaarghh.

CAM WINSTANLEY

"I've a terrible fear of needles," said our otherwise fearless former ed. "It made watching Trainspotting even more harrowing for me than it was for everyone else and makes it very difficult to receive vaccinations." We recalled one of his famous 'fainting at the doctor's' stories. "Fainting from six foot five is no joke so I've taken to wearing my motorbike helmet whenever I have to go in for a tetanus booster or anything. The doctor just suggested that I lie down before she got the needle out, but I'd prefer not to take any chances."

DAVE GOLDER



Dave's major problem, we discovered, is his complete inability to be in his office whenever we call him to ask for information for Who(m) Do We Think We Are?. We thought it was because he's the new editor of SFX and consequently too busy to be sitting at his desk all day. Then we remembered that he was never there before, either. His staff writer told us he was "returning the Starship Enterprise" but we find that a little far fetched and difficult to believe. Frankly.

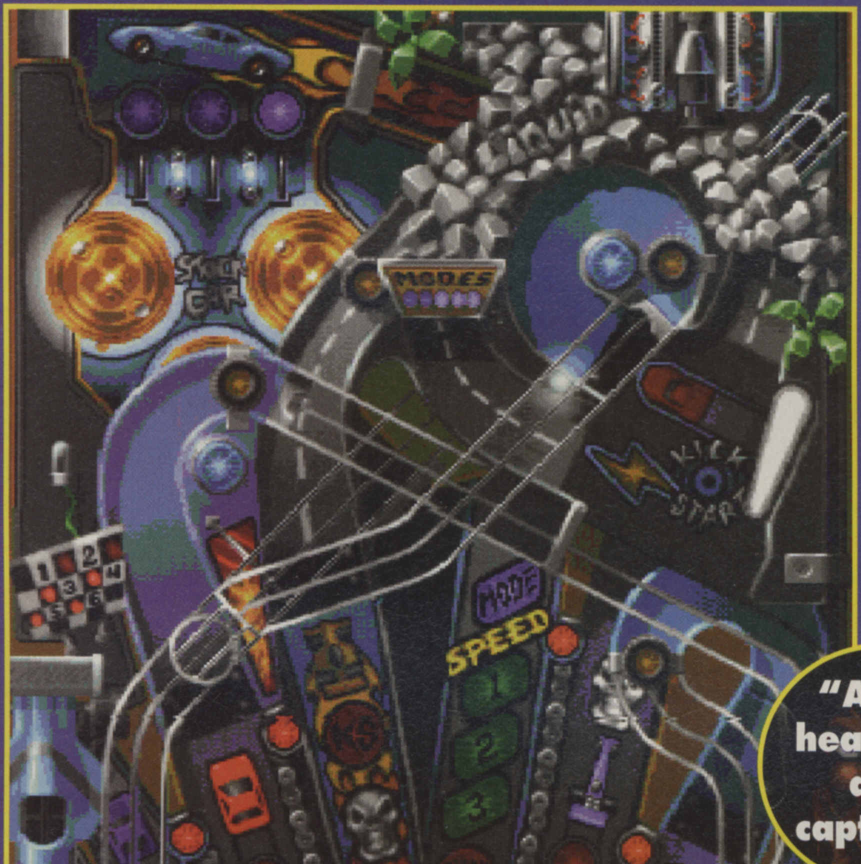
STUART CAMPBELL

"The thing you might not know about me," said Stuart, stridently, "is that I've got an opinion on almost everything and I'm prepared to share it with whoever's near me whether they want me to or not." We had, we said, noticed. "It does give people the wrong impression of me, you know. Everyone seems to think I'm just a loud-mouthed git but if only I could keep my mouth shut they'd see what a warm cuddly chap I am." We assured him that we knew already how warm and cuddly he was. "Is that the Contents page for this month?" he asked, suddenly. "It's a bit confusing, isn't it? Yes, I'd change that. What do you think of *Slamtilt*, then? I thought it..." We ushered him into the corridor and shut the door.

HOW DOES OUR SCORING SYSTEM WORK THEN?

1. We play a game until we can bear to play it no more. Then we play it a bit more just to be safe. Then we write our review ignoring all commercial pressures. Because we are your friends. Trust us.
2. The percentage scale's got 100 increments, and we use them all. Crap games get single figures, average games get an average mark (50%) and only brilliant games get 90s. Unlike other mags, over 80% in AP actually means something.
3. Who cares if a game's got great graphics or nice sound if it's useless? Not us. Our reviews give a single mark based on the game as a whole.
4. We're hard but we're fair.
5. Fifth points? We'd rather be horribly impaired.

SLAMT



From the same people who brought you *Pinball Mania*. Erk.

Runs on: A1200 only
Publisher: 21st Century
Authors: Liquid Dezign
Price: £30
Release: Out now

Preordination. The Circle Of Life. Just One Of Those Things. However you account for it, it's a pretty spooky coincidence that the first game I ever reviewed for AP was a pinball game and the first game I'm reviewing on my return is… well it's a pinball game. Obviously. Or I wouldn't have mentioned it. Although you'd be forgiven for being confused because it's not obvious from the title. I'm sure Stuart's pinball feature on page 38 will set me straight, but I rather think *Slamtilt* is one of only a very few pinball games that doesn't have the word 'pinball' in its title (off the top of my head I can only think of *Dragon's Fury* on the Mega Drive – and wasn't there a sequel? *Dragon's Extreme Huffiness* or something?).

Anyway, the first words I ever wrote for AP, apart from a few headlines and captions, were about *Soccer Pinball*. At one point I made mention of the fact that I thought pinball should be easy enough to simulate on the Amiga because it's just simple physics. There's a steel ball involved in some (nearly) elastic collisions with some obstacles on a sloping table. What could be simpler? No need for any Einsteinian stuff and certainly none of that quantum nonsense, just good old Newtonian physics. Like we learned at school. Easy.

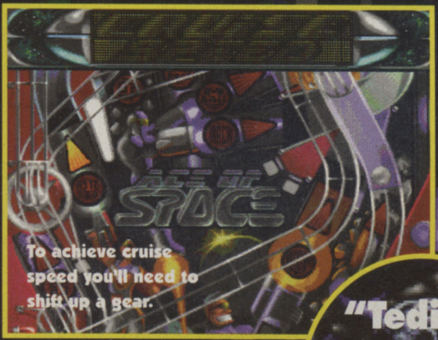
> **"A few headlines and captions"**

MEAN MACHINES

...or 'cars' to you and me. The table is about cars, for goodness' sake. Mean Machines, tch. I ask you. Anyway, it's by far the busiest of the tables with seemingly the largest number of modes and bonuses (a quick glance at the manual hasn't helped me to work that out for certain, but it seems that way and that's the important thing). It's the easiest table for the new player and seemed to give me access to multiball mode according to its own whim. Which is always a good thing and saves all that tedious mucking about with targets and traps. It was also the table most willing to interrupt play and force me to play one of the scoreboard games. Which I didn't enjoy. But I'm in the minority there so I'll not say too much about it.

TABLE RATING: 8

ILT



To achieve cruise speed you'll need to shift up a gear.

> "Tedious and ill-thought out"

But over the years a number of software developers have shown, in glorious computerised colour, that it isn't. Easy. There are so many things that can go wrong: balls can behave inappropriately (a common problem is that they will hover improbably in mid-air for indeterminate lengths of time); the traps and bumpers can fail to work; the tables can be tedious and ill though-out; flippers can fail to flip convincingly... and you can probably think of loads more (I could probably think of loads more, too, but not right now).

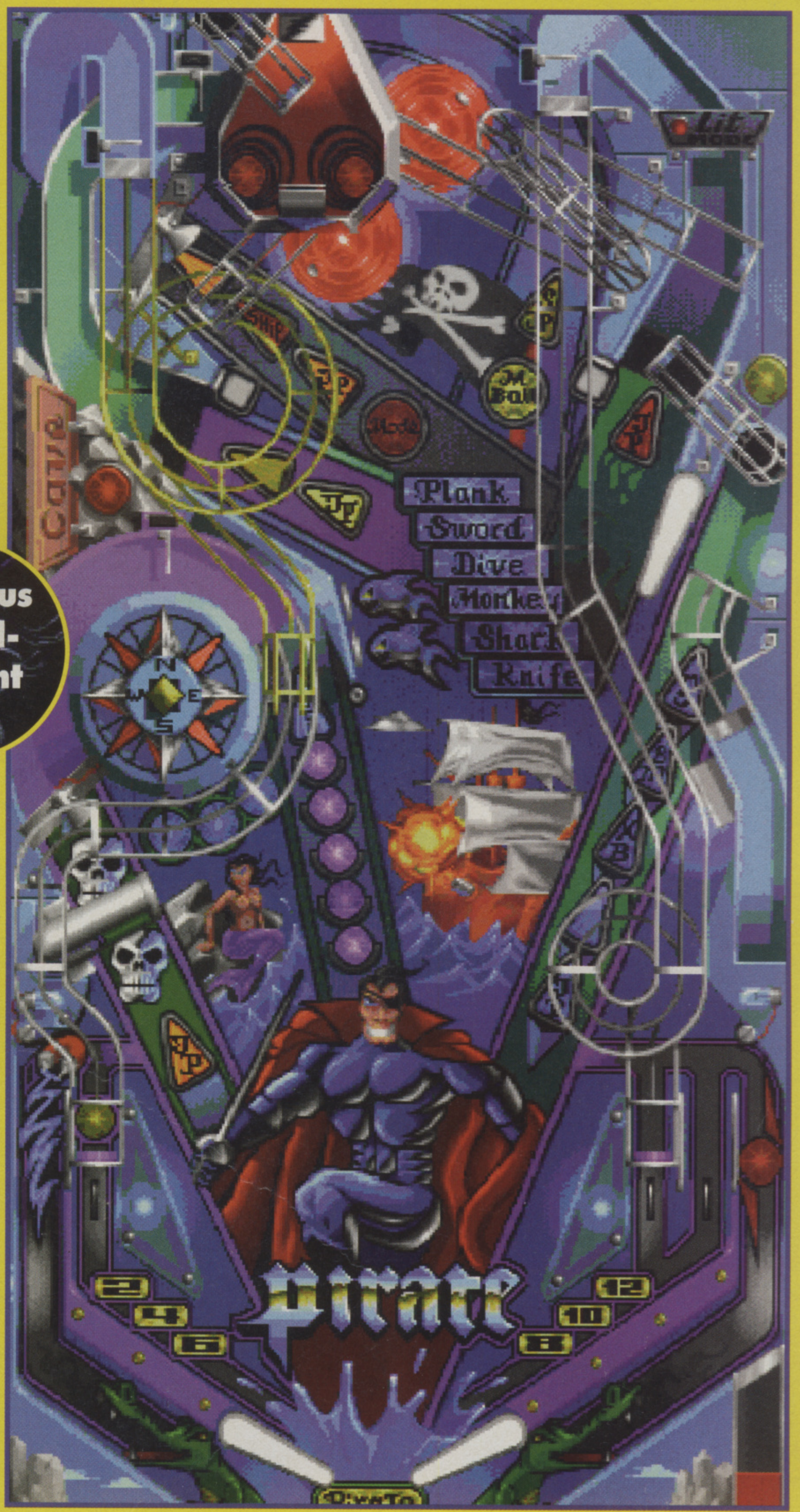
Then along came 21st Century and *Pinball Dreams*. It set the world's collective heart a-quiver with its realistic action and a set of tables that wouldn't be embarrassed to be seen in a real life arcade. The ball moved round the table like a real ball. The traps, ramps and runways slowed the ball and shunted it around the place like real traps, ramps and runways. There were targets to hit and things to do as well as just trying to keep the ball in play. It was a big hit round these parts, let me tell you.

Then along came the sequel, *Pinball Fantasies*. It was so popular in the AP office that the then editor Mark Ramshaw hid the disks during the week before our deadline to stop us from playing it. It was everything *Pinball Dreams* had been, only better – with more colourful graphics and much more depth.

Then there were more sequels and 21st Century established themselves as the leading computer pinball game publishers. And then there were some more sequels. And now there's *Slamtilt*. Another one. Of them.

Which leads me to one of only two negative things I'll be saying. We were talking about it in the office and the consensus was that it's fabulous. And I agreed that yes, it is fabulous. But so were all the others. And although I can see some places where there have been changes, and I'm sure some of the programming must have been tweaked after all this time, if someone had told me that this was a data disk full of extra tables for one of 21st Century's other pinball games I wouldn't have been surprised.

The second negative thing is a matter of personal taste – I've already been told I'm wrong, so take it with however large a handful of salt you think you may need. Among the bonuses on each table are some video games which you ➤



THE PIRATE

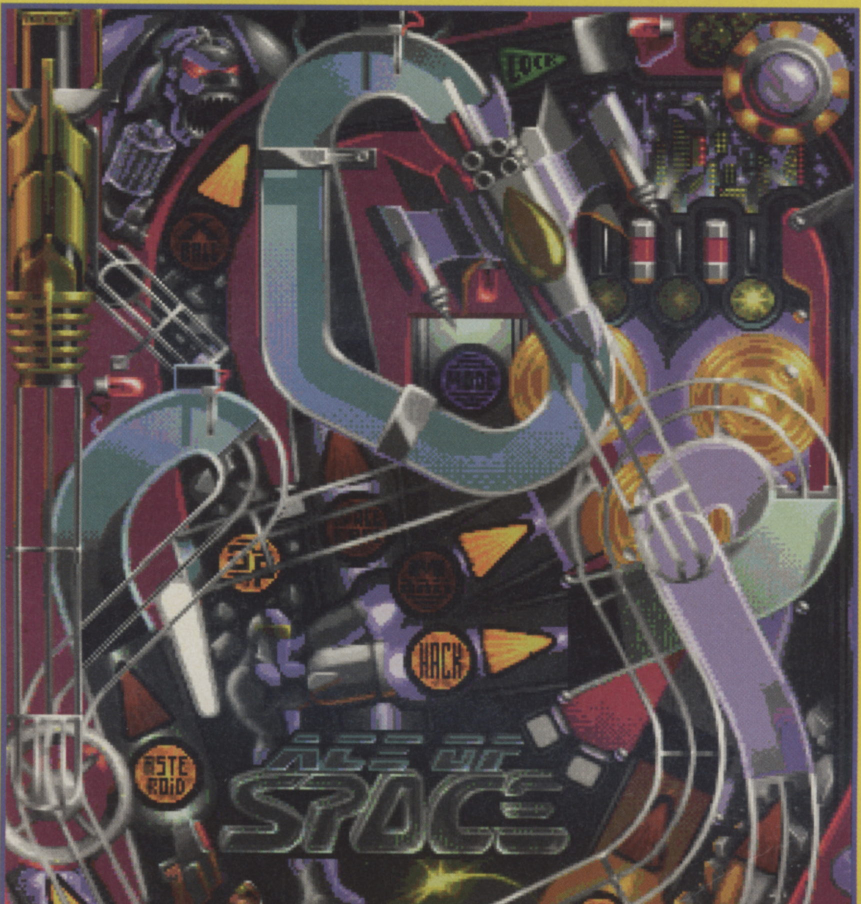
Shiver me timbers. Ah har. Ah har har har. Aha... Ahem. Just getting into character, you understand. It has a piratical theme, this one, although I'm not sure about the muscle-bound beefcake in the picture – I always thought of pirates as ill-fed skulking cut-throats who'd prefer a belly full of rum and a knife fight in a dark alley to a healthy meal and a night in the gym. Still. There are quite a few opportunities for special bonuses, a top flipper (which I always enjoy) and its special feature is the 'magnatable' where you use your flipper buttons to control two electromagnets under the table to... no, I didn't understand it at first, but trust me, it's a hoot.

TABLE RATING: 9

ACE OF SPACE

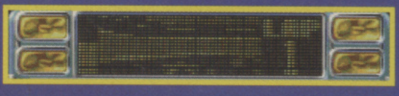
The final frontier, or so they say. But only if they're Americans and thus obsessed with the idea of frontiers. This table seems to be connected with some sort of inter galactic espionage-type thing with a fay Manga-esque character staring limply out from behind a big gun demanding that you give him back his Jelly Babies THIS INSTANT. For me it was the least satisfying of the four tables, with its lower bumpers carefully colour-matched to the background so I couldn't see them and with nothing really outstanding further up the table to capture my interest. It does have a loop-the-loop runway reminiscent of the fairground table in *Pinball Fantasies* (its name eludes me temporarily) but overall I wasn't that taken with it.

TABLE RATING: 7



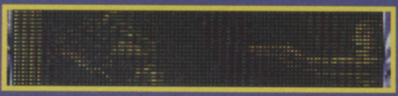
I DON'T NEED THIS

They're low res, low tech and triggered a nagging pain in my neck. Cheers, then.



Using the flippers to steer left and right, drive around for a bit, picking up points as you go.

This is the magnatable. Control the magnets with the flippers in order to force the ball out of the exit.



On the Night of the Demon table you get to shoot things. Like werewolves.

play on the tables' scoreboards. The scoreboards are the usual dot-matrix type things and every once in a while you'll be asked to steer a car round a track or throw knives at a target. The games look odd because they're played on the scoreboard and they play strangely for the same reason. I didn't enjoy any of them and I thought they interrupted the flow of the pinball sufficiently that I began to dread their appearance. But apparently I'm in an AP minority and others among us think they're an amusing addition to the main game. The fact that I hold a minority opinion doesn't mean I'm wrong, of course, but I thought you'd appreciate the balancing view.

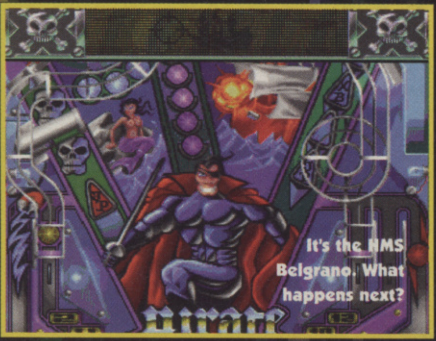
And that, as far as the negative stuff goes, is pretty much that – it's all uphill from here. There are four tables, each lovingly described in the boxes here, here and here. Oh, and over there. In the event of sudden depressurization of the review an oxygen mask will fall down automatically from the panel at the top of the page. Simply place the mask over your nose and mouth and breath normally until the review crashes to the ground, killing us all.

Each table has its own themes and an individual feel – they're not simply the same table presented four times with different backgrounds. You'll need to learn different tactics to wring the most pleasure (and points) from each of them and I found that changing tables was a tad like starting a completely new game. The fresh approach I was forced to take to each new table was enough to renew my interest in the thing just when I was sure I'd had enough, and it was only the increasing pain in my neck (for reasons that are too tedious to go into, the Amiga was on the floor) that made me stop and go to bed.

The mathematical modelling of the ball is astounding. It behaves exactly as you'd expect a real ball to behave and I'd be willing to swear I could feel the flippers flipping. If it hadn't been for the scrolling screen and the increasing pain in my neck I'd have gladly believed I was playing on a real pinball table. I wonder if I ought to see my doctor about this neck pain thing.

And the sound? The effects, samples and jingles are spot on. They create sufficient

"I ought to see my doctor"


It's the HMS Belgrano. What happens next?

atmosphere and provide ample information so I never troubled to listen to the music at all. I imagine it's okay if you enjoy endlessly looped game music, but I'd sooner smack myself in the face with a frying pan, thanks.

I considered all sorts of approaches to the writing of this review. I thought of doing a lengthy Charles Dickens pastiche by way of introduction followed by a re-working of dialogue from the first act of Waiting For Godot, substituting "pinball game" for "Godot" and hoping everyone would get it before I ran out of steam. Then I tried to write it entirely in pantomime-style rhyming couplets, but once I'd rhymed 'pinball' with 'nimble' I didn't have the heart to carry on. Then I found, lurking beneath Enquire Within Upon Everything and The ITN Factbook, my first edition copy of The Big Boy Book Of Superlatives and suddenly I had my review – just write a huge list of superlatives and put a score at the end. Simple.

Great. Astounding. Wonderful. Amazing. Terrific. Wizard. Top hole. Superb. Marvellous. Phenomenal. Extraordinary. Splendid. Sensational. Smashing. Breathtaking...

But even that doesn't really do it justice. After a few years of playing games for a living (it's a tough job, etc) the thrill begins to fade. Faced with a shiny box holding the latest gaming marvel most of us will say, "How many words do you want? How much does it pay?" and then shuffle off to an appropriate machine to see what's what. But every once in a while a game comes along that makes us play on even when the words are written and the invoice submitted. And *Slamtilt* is one such game.

If you haven't already got one of 21st Century's other pinball games then make *Slamtilt* your first. If you're already a devotee then this will be a superb addition to your collection. If you don't like pinball then you're probably dead. And if you play *Slamtilt* and still don't like it then you're dead and daft.

● *TIM NORRIS*

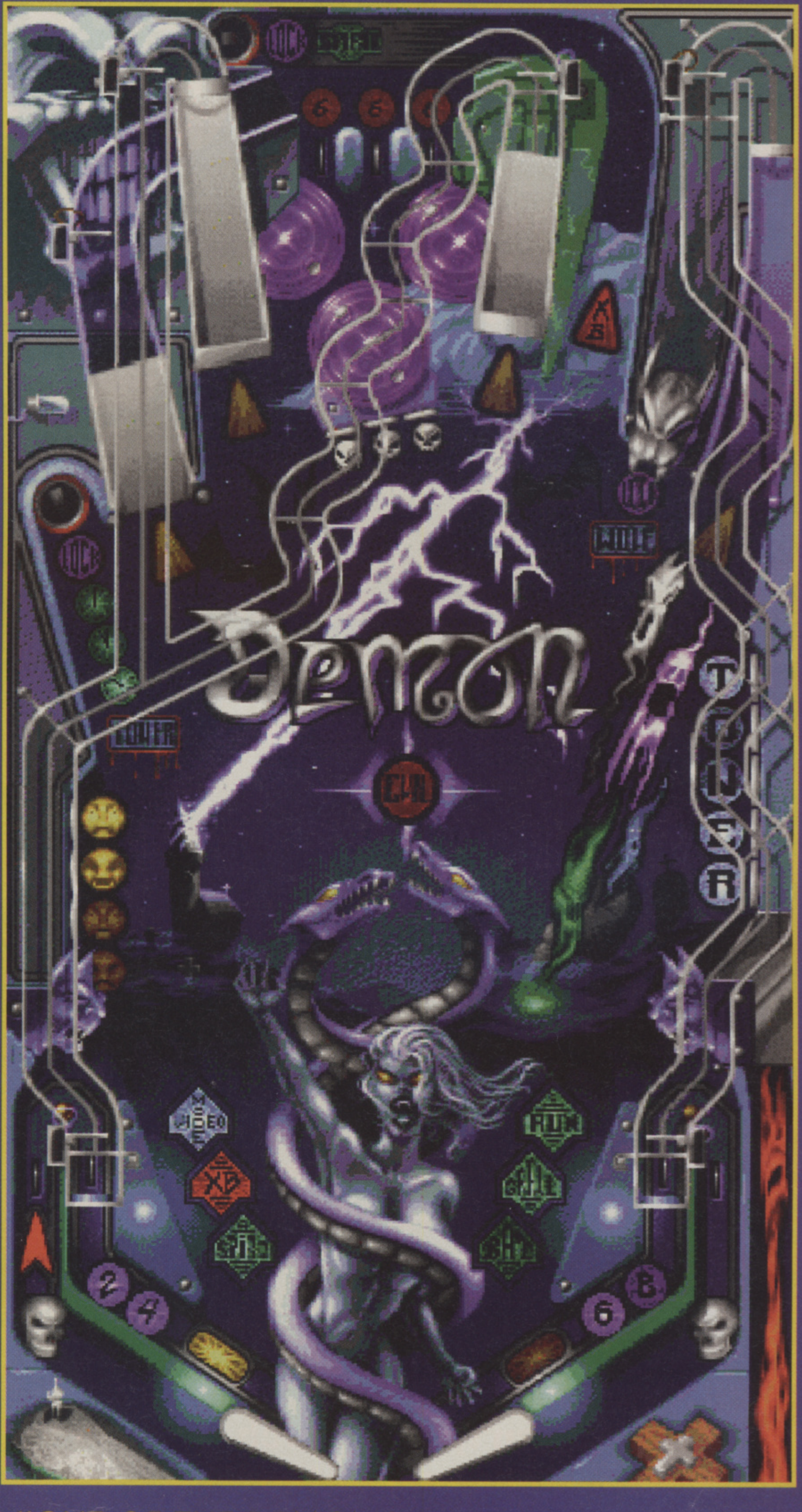
UPPERS Superbly realistic pinball action with enough going on on each of the tables to add depth and long-lasting appeal. I was hooked from the moment I loaded it to the moment the pain in my neck got too much to bear.

DOWNERS They've already make the best pinball games for the Amiga and you might find that this is just another one. Of them. The silly scoreboard games are little more than a tiresome distraction as well.

THE BOTTOM LINE

I can see no earthly reason why 'Buy *Slamtilt*' shouldn't be the first item on everyone's To Do list.

90 PERCENT



NIGHT OF THE DEMONS

The curfew tolls the knell of parting day, apparently, and the lowing herd winds slowly o'er the lea. But that's quite enough romantic reflections on English country life for now, eh? We want blood, gore and werewolves. Oh, and spooky clock towers. And vampires. And none of your ploughmen homeward plodding their weary way, if you don't mind. It's a table full of eeriness and dark foreboding. Or something. And at first play it seems a bit spartan. There aren't many exciting runways or bumpers and it feels a bit dull for the first few minutes. But it grows on one. There are targets and traps to be hit and a regular dose of multiball fun to keep things lively. The theme is as hokey as the rest of them but if you ignore it it's a table with quite a bit of long term appeal.

TABLE RATING: 9

COMING ATTRACTIONS

Popular requests. They're all around us. Things usually return by popular request. The AMIGA POWER office has become even more untidy and cramped than usual as the sacks of mail containing popular requests for my return mount up in the corner. By the printer. Next to the book case. In a bid to stem the flow of desperate mail, they have asked me, The Next Month Page, to make one of my increasingly frequent comeback appearances.

And so, by popular request (and not, for instance, because someone who was leaving didn't trouble to do their job quite as thoroughly as they ought and left a page of advertising unsold, oh no) here I am to tell you that the next issue of AMIGA POWER shall be in the shops on **Thursday 25th April** and that if it isn't, the church clock shall still stand at ten to three and there shall still be honey for tea, and the MIGHTY BEINGS shall still be in control of the WORLD'S BEST-SELLING AMIGA GAMES MAGAZINE (GERMANY EXCEPTED).

AMIGA POWER 61 SHALL CONTAIN:

PARANORMAL HAPPENINGS

By popular request there shall be a thorough examination of the World Of The Strange. Occurrences of ghosts, ghouls, telepathy and other paranormal events in Amiga games shall come under their intense scrutiny. They also intend to conduct research into these incidents as they occur in the REAL WORLD in another bid to uncover THE TRUTH. AND (by crikey) they shall conduct a nationwide experiment to determine if YOU really are psychic.

SOME COVERDISKS

Mounted upon the cover if the magazine, in a small plastic bag held in place by special low-tack sticky tape, there shall be two (count 'em) blue disks. The disks shall contain demos and 'PD' games, along with specially commissioned pieces of fun and frippery. Perhaps. So committed are the AMIGA POWER disk compiling team to bring you the best software they can find that they were unavailable for comment. But we feel sure we can rely on them to produce something really corking. Naturally.

NEWS AND TIPS AND PREVIEWS AND OTHER GAME RELATED NONSENSE

Of course, as the producers of the WORLD'S BEST-SELLING AMIGA GAMES MAGAZINE (GERMANY EXCEPTED), they feel obliged to mention Amiga games once in a while and occasionally move metaphorical mountains to bring you the most newsworthy NEWS, the most helpful HELP and mostly the most mostful mostliness. I'm sorry, I lost my train of thought there. What was I saying? Ah yes, top stuff. On the way. Next month.

REVIEWS

Individually, the people of the software industry are charming, affable, helpful and professional. Curiously, when they gather together to become 'The Industry' they become so unreliable and unable to deliver what they promise when they promise it that they would be extremely well suited to a career in the Civil Service where such lax behaviour is viewed as a virtue. The MIGHTY BEINGS at AMIGA POWER are happy to indulge this haphazzardness – finding it as they do a source of constant amusement – but it does mean that they are unable to predict which reviews will appear in the magazine. At all. Sorry.

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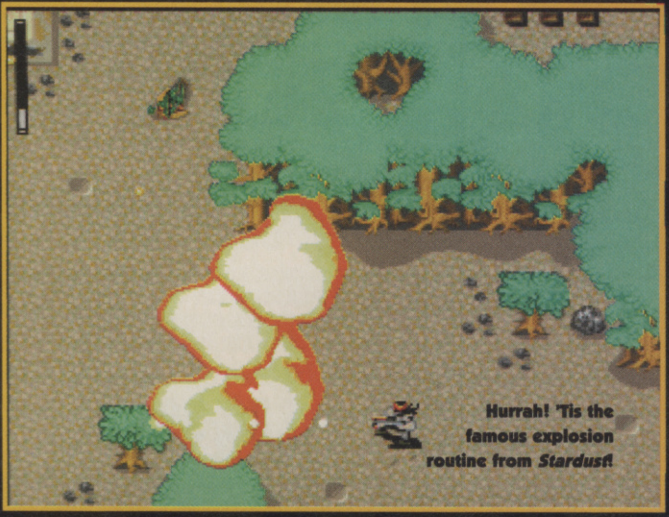
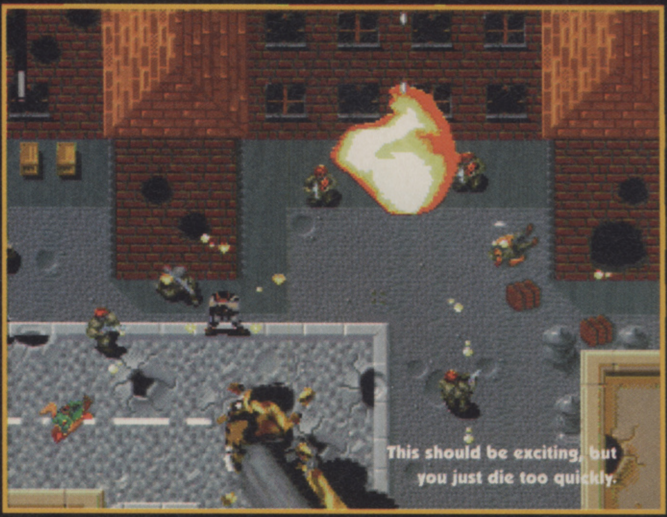


Hurrah! 'Tis the famous explosion routine from *Stardust*!



This should be exciting, but you just die too quickly.

WATCHTO

And we were so looking forward to it.

Runs on: A1200-only
Publisher: OTM
Authors: Cyber Arts
Price: £30
Release: Out now

When Prince sang "there's joy in repetition" on the album Graffiti Bridge, I know for a fact that he wasn't singing about tiling his bathroom. I spent two days doing it the other week, and six tiles into the bottom row (with 130 to go) lost interest in whole deal. Take heed readers – DIY is the world's dullest pastime, and anyone who willingly uses up their spare time to needlessly wallpaper, varnish or gratuitously be-shelve their houses are CLINICALLY BRAINDEAD SIMPLETONS who would probably choose to eat at McDonalds and actually look forward to the release of the latest Steve Guttenberg movie.

I'd also stake a month's wages on the fact that Prince wasn't singing about playing *Watchtower*, partly because I doubt that it's reached Minneapolis yet, but mainly because it's rubbish. When this first came into the office a few months ago, I played it a couple of times and quite enjoyed it, but as I ploughed on and on through the game, I liked it less and less. In fact, there have been times when I've had more joy in regurgitation.

With that wonderful gift of hindsight, it's easy to see why we thought it was going to be better. Daze Marketing had brought it in for us to look at, as they were umm-ing and ahh-ing about whether they should buy it. "It needs better graphics," we told them, and they nodded. "It's going out at £16 you say? That sounds about right," we advised, and they left, and promptly decided not to release it at all.

This release then, from OTM, is the full version of the one we previewed and is a shining example that more can often mean less. A one level demo of this for example, might be entertaining for a while, but a full version of it provides relentless one-track gameplay. *Watchtower* is a poor man's version of the arcade game *Ikari Warriors*, which came out in the year dot and inspired *The Chaos Engine* (AP22, 89%), one of the best Amiga games of all time. That it's not as good as *The Chaos Engine* is understandable; it is, after all, a release from a pretty small company. But that it's not even as good as *Ikari Warriors*, a game that was stealing my ten pences when I was still at school, is a software crime of Interpol proportions.

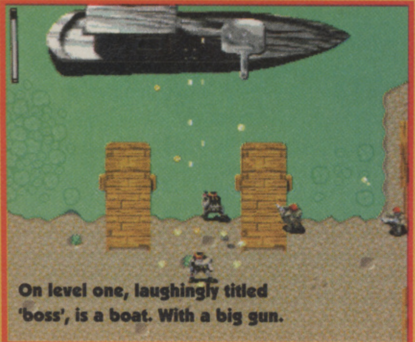
And the tedious thing is that it comes back to the same set of reasons we constantly harp on about and immortalised in the now famous Kangaroo Court sessions. In fact, if I stop my chatter now and list them, I might just pack them all in. Here goes...

> **"On the album Graffiti Bridge"**

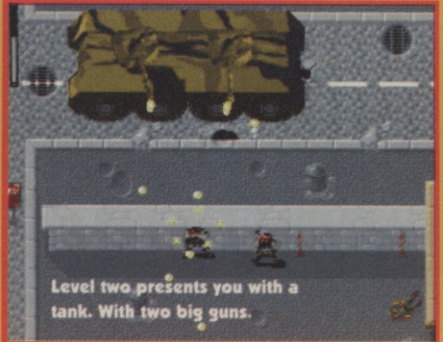
COMPATIBILITY: It's an A1200 game, despite there being nothing flashy about the graphics, the sound, or any other bit of it. This scores a tentative '9' on the Sloppy Programming-o-meter.

LOADING: Of the three disks, you have to use exactly three of them before you can start a game, which means that even though it supports a second disk drive, you're still knackered. In one sequence, a drawn picture of a screaming soldier, a digitised photo of a hand grenade and a 3D image of a helicopter appear, suggesting that they were just throwing anything they fancied onto the front end. Not that it matters at all

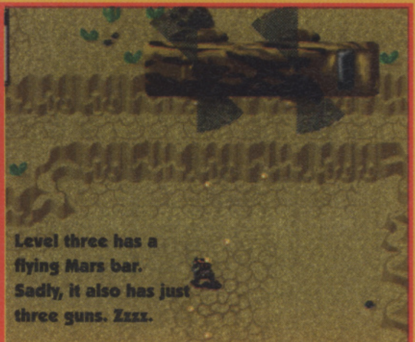
I FOUGHT MY WAY THROUGH BLAND SCUMBAGS FOR THIS?



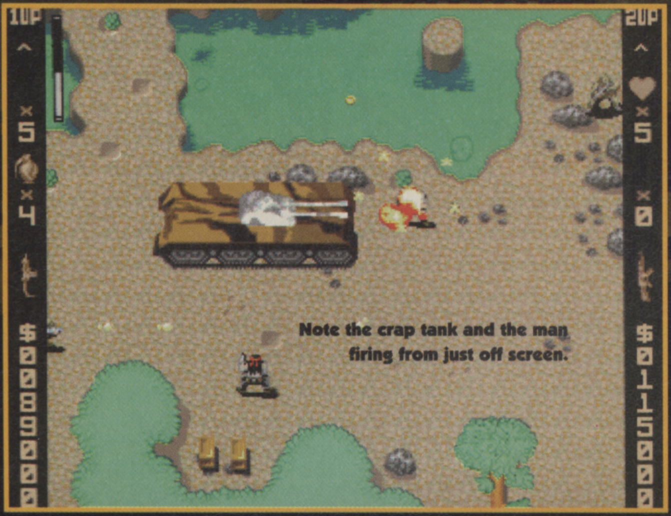
On level one, laughingly titled 'boss', is a boat. With a big gun.

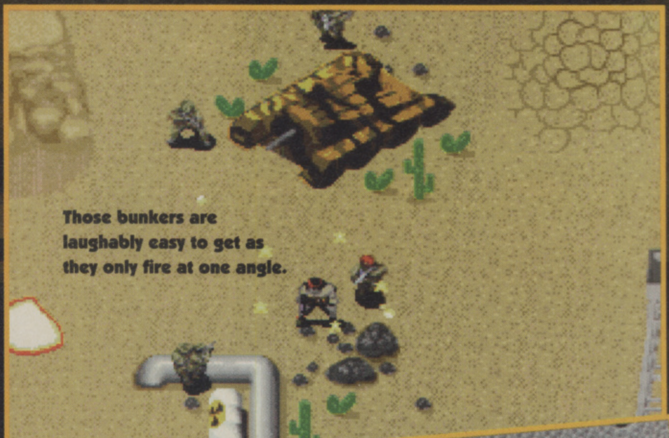


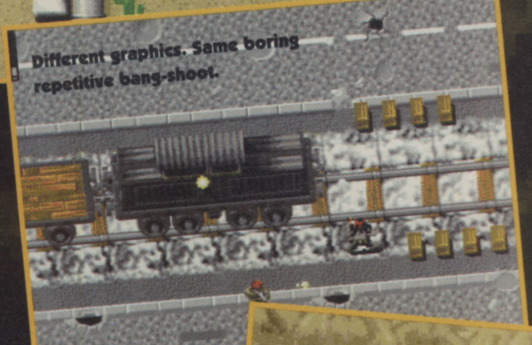
Level two presents you with a tank. With two big guns.

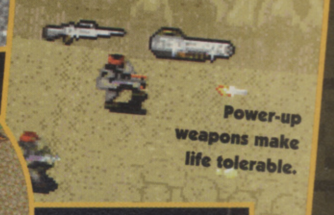


Level three has a flying Mars bar. Sadly, it also has just three guns. Zzzz.


Note the crap tank and the man firing from just off screen.


Those bunkers are laughably easy to get as they only fire at one angle.


Different graphics. Same boring repetitive bang-shoot.

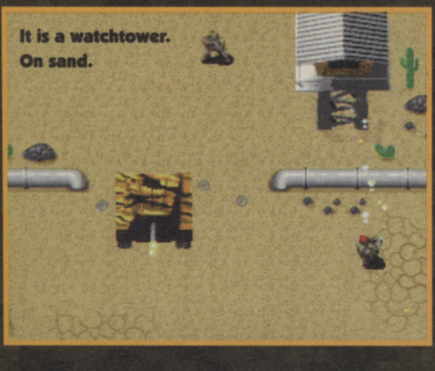

Power-up weapons make life tolerable.

OWER

since none of them resemble anything in the game.

CONTROL: It's just terrible in a sort of mid '80s no-one's-worked-out a-better-way-yet sort of style. The problem is that you can only fire in the direction you're moving, which works in *The Chaos Engine* because you clear a way through each cleverly designed level. But since *Watchtower* relies on endlessly reproducing baddies who lumber on from all sides, or lurk just round the corner where they'll hit you the moment you come into view, you need to move in one direction and fire in another. Locking off the direction of fire by holding down the fire button would have improved the game considerably, but whenever I tried anything as hectic as moving and firing at the same time, it just resulted in me lobbing all my grenades away thanks to the "press fire then tap the direction of grenade twice" method of lobbing.

LIVES: You've got just two life points, so you're healthy, you're hit, you're in trouble, you're hit and you're dead. Every time. While the programmers have clearly gone to great pains to place the life bonuses in exactly the right places on the levels, it's completely ruined because you can't add to your initial two life points, so avoiding being hit isn't rewarded in any way. Having two hits all the time cuts out any do-or-die, run straight into an enemy camp heroics, as it's a guarantee that you'll be killed. Instead, you've got to wimp your way through the game by creeping forwards and taking on soldiers one at a time until you've cleared out every one.


It is a watchtower. On sand.

GRAPHICS: Well, they're just a bit nob, aren't they? The perspective's all wonky, the men are grubby little blobs and the vehicles are laughably simple. This game's from half of the team that wrote *Stardust* (AP33, 89%), but the only link between that excellent *Asteroids* update and this is the explosions. They appear to be exactly the same in both games, and very pretty they are too.

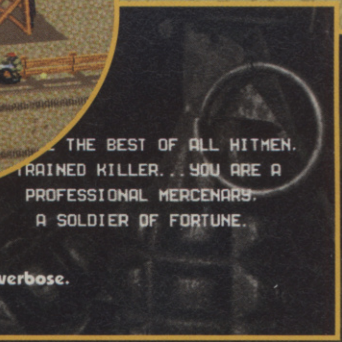
SCROLLING: Compounding the bad control system and the crap life allocation and the unimaginatively designed levels is the lock-off scrolling. This is triggered when you reach certain points in the level, carrying on relentlessly until it scrolls to the new bit of the level. So, if you haven't killed everyone, there's every chance that some baddies will slide off the screen only to continue their attack on you from off-screen. And you can actually run faster than the screen scrolls. Great.

VARIETY: There isn't any. Don't let the different graphics fool you, each level presents you with the same kinds of baddies doing the same things and, apart from a tank every so often and something huge and hard to kill at the end, every section of every level is the same. There's no thought, no pacing, nothing; the game's a flat pancake of experience from start to finish. As a final insult, despite having six levels, there are only three different locations. Very poor.

What's left to say? That these are problems that plagued 8-bit games? That *Watchtower*'s learned nothing from the last decade of video games? That OTM are supremely naive to think this'll be a prestigious launch, despite being clearly inferior to dozens of existing Amiga games? That we've gone over everything that's wrong with this game a billion times in a billion other game reviews over the last five years? *Watchtower*'s as stillborn a release as any I've ever had the misfortune to play, and all of a sudden, starting to sand the stairs doesn't seem like such a chore any more.

● *CAM WINSTANLEY*

It is a watchtower. On soil.


L THE BEST OF ALL HITMEN.
TRAINED KILLER.. YOU ARE A
PROFESSIONAL MERCENARY.
A SOLDIER OF FORTUNE.

Define verbose.

UPPERS It's big, it'll never be sold in any shop as a full price game, and you can play it with two players. Also, the explosions are quite pretty.

DOWNERS Awful control method, limited freedom of movement due to the dodgy lock-off scrolling, PD graphics and relentlessly one-track gameplay. Also, you have to put in all three disks before you start, and can't just restart straight away after each game. Why is that?

THE BOTTOM LINE

Watchtower seems to have fallen through a warphole in the space/time continuum from a time before *The Chaos Engine*, *Cannon Fodder* and *Banshee*. After five or six games, you realise there's no payoff to your efforts, and the joystick gets heavier and heavier in your hands.

41 PERCENT

PREMIER MANAGER 3 *Deluxe*

Surely *PM4?*

Runs on: A500, A600, A1200
Publisher: Gremlin
Price: £25
Release: Out now

People involved in public relations worry me. Not to the extent that I lose any sleep, or trigger migraines, or feel the need to fritter my hard-earned cash away by reckless gambling at the local bingo hall. They just do. Especially when they write this sort of thing on their press releases: "More fun than a night out with a) Trevor Brooking, b) Paul Merson (before the haircut) or c) Savo Milosevic's wife (Tick as appropriate)."

Thankfully, *PM3 Deluxe* is rather more entertaining – along with every other *Premier Manager* prequel, natch – though not entirely the new release I'd expected. Grr.

Following in the footsteps of *SWOS* and *USM*, *Premier Manager 3* has been re-released with team data and stats updated to coincide with the 95/96 season. Which is nearly over. And now that you've glanced at the price, I'd like to reassure you that there is more to the "Deluxe" tag than just updated information. But I'd struggle. Because what Gremlin have done is update information on the original *PM3* and bung in the Multi-Edit System which was initially released last year to save you buying another management sim ever again. Bit of a nerve? I should say so.

Still, for those of you who are unfamiliar with *PM3* then this is just the ticket. *PM3* is one of the finest footy management sims available on the Amiga. You begin your career with a lowly Conference league side, with which you are expected to gain promotion in your first season. A heady task, but certainly within the capabilities of managers who are to make it at a higher level. However, I'd much prefer to have to opportunity of managing Notts County from the start, regardless of the league they're in, and experiencing the highs and lows with my favourite team. Should I wish playing a computer game to reflect my weekends.

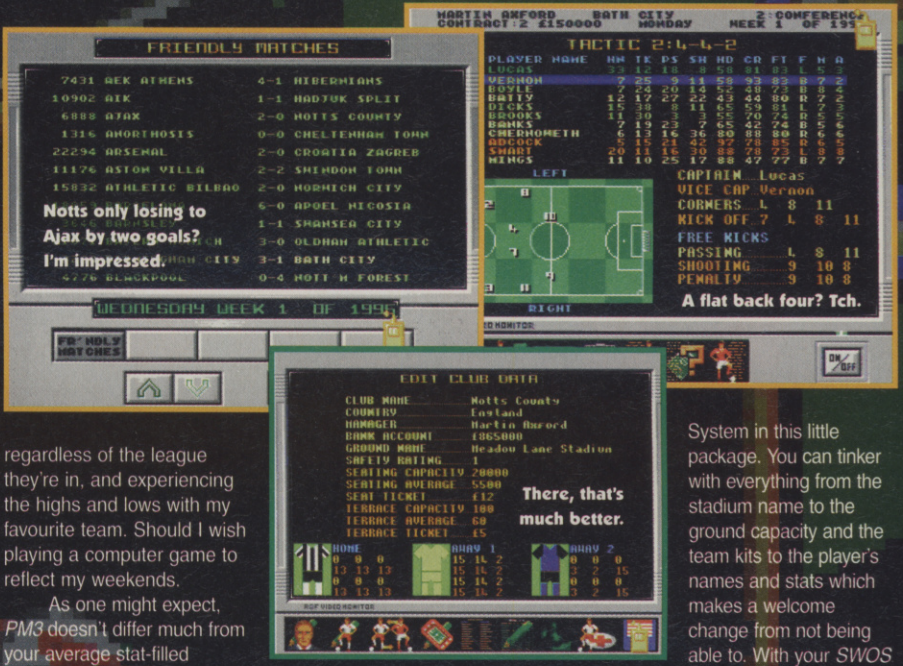
As one might expect, *PM3* doesn't differ much from your average stat-filled management sim. When you've finished hiring and firing for the week, there's Saturday's team selection and tactics to consider, bills to be paid, the Amiga Shopper advertising hoarding to be replaced and a comforting phone call to be made to your star striker to boost his morale. Everything exists to ensure that you feel in control of your club. Which, in turn, allows you to then lose control. Hnngh.

As with every other footy game, the main problem with anything that tries to re-create the present footballing scene is that transfers, loans, suspensions and injuries occur daily. No sooner have you spent £25 on an updated version than it's rendered worthless by young Terry Spooner's £10,000 transfer to Torquay United the very same day. So thank merciful heavens above that Gremlin have seen fit to include their Multi-Edit System in this little package. You can tinker with everything from the stadium name to the ground capacity and the team kits to the player's names and stats which makes a welcome change from not being able to. With your *SWOS* team editor. Ahem.

At the end of the day, if you have yet to buy a footy management sim, make this the one and you need never buy one again. Honest. As for being more fun than a night out with Savo Milosevic's wife, you've got to be joking. Have you seen pictures of her?

● *MARTIN AXFORD*

> **"The local bingo hall"**



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FRIENDLY MATCHES
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 10902 AIK                  1-1 HADJUK SPLIT
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  1316 ANORTHOSIS           0-0 CHELTENHAM TOWN
 22294 ARSENAL              2-0 CROATIA ZAGREB
 11176 ASTON VILLA          2-2 SWINDON TOWN
 15832 ATHLETIC BILBAO      2-0 NORWICH CITY
                            6-0 APOEL NICOSIA
  3646 BARNSLEY             1-1 SWANSEA CITY
                            3-0 OLDHAM ATHLETIC
                     CITY   3-1 BATH CITY
  4776 BLACKPOOL            0-4 NOTT'M FOREST
WEDNESDAY WEEK 1  OF 1995
```

Notts only losing to Ajax by two goals? I'm impressed.

```
MARTIN AXFORD    BATH CITY          2:CONFERENCE
CONTRACT:2 £150000    MONDAY     WEEK 1   OF 199
TACTIC 2:4-4-2
PLAYER NAME   HN TK PS SH HD CR FT F M A
LUCAS         33 12 18  8 58 81 83 L 5 3
VERNON         7 25  9 11 58 93 83 B 7 2
BOYLE          7 24 20 14 52 48 73 B 8 4
BATTY         12 17 27 22 43 44 80 R 7 2
DICKS         15 38  8 11 65 59 81 L 7 3
BROOKS        11 30  3  3 55 70 74 R 5 5
BANKS          7 19 23  7 65 42 74 B 5 6
CHERNOMETH     6 13 16 36 80 88 80 R 6 6
ADCOCK         5 15 21 42 97 78 85 R 6 5
SHART         20 11 16 30 88 78 73 L 8 8
MINGS         11 10 25 17 88 47 77 B 7 7
LEFT
RIGHT
CAPTAIN....Lucas
VICE CAP...Vernon
CORNERS....4  8  11
KICK OFF..7  4  8  11
FREE KICKS
PASSING.........4  8  11
SHOOTING........9  10 8
PENALTY.........9  10 8
```

A flat back four? Tch.

```
EDIT CLUB DATA
CLUB NAME.............Notts County
COUNTRY...............England
MANAGER...............Martin Axford
BANK ACCOUNT..........£865000
GROUND NAME...........Meadow Lane Stadium
SAFETY RATING.........1
SEATING CAPACITY......20000
SEATING AVERAGE.......5500
SEAT TICKET...........£12
TERRACE CAPACITY......100
TERRACE AVERAGE.......60
TERRACE TICKET........£5
HOME         AWAY 1       AWAY 2
0  0  0      15 14 2      0  0  0
13 13 13     15 14 2      3  2  15
0  0  0      15 14 2      0  0  0
13 13 13     15 14 2      3  2  15
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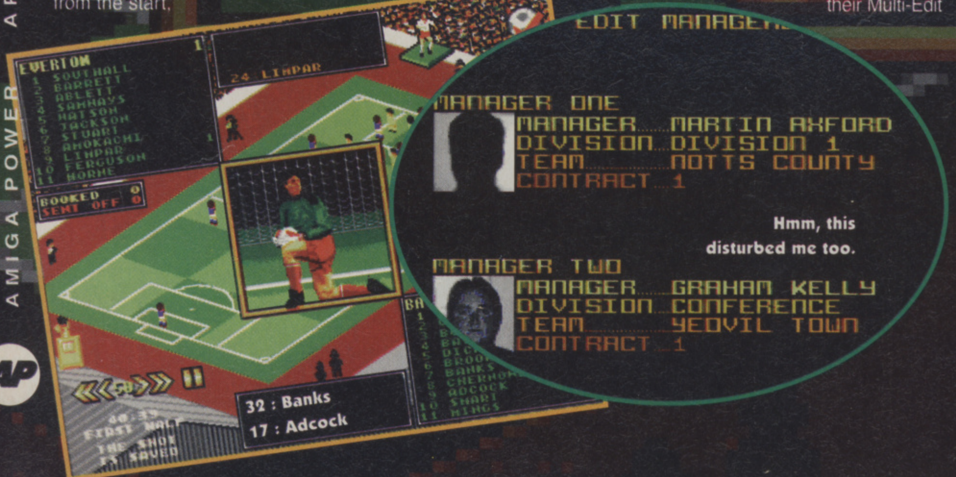
There, that's much better.



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EVERTON
 1 SOUTHALL
 2 BARRETT
 3 ABLETT
 4 SAMWAYS
 5 WATSON
 6 JACKSON
 7 STUART
 8 AMOKACHI
 9 LIMPAR
10 FERGUSON
11 HORNE
BOOKED   0
SENT OFF 0
24 LIMPAR
FIRST HALF
THE SHOT IS SAVED
```

32 : Banks
17 : Adcock

```
EDIT MANAGER
MANAGER ONE
MANAGER.....MARTIN AXFORD
DIVISION....DIVISION 1
TEAM........NOTTS COUNTY
CONTRACT....1
MANAGER TWO
MANAGER.....GRAHAM KELLY
DIVISION....CONFERENCE
TEAM........YEOVIL TOWN
CONTRACT....1
```

Hmm, this disturbed me too.

UPPERS It remains the most comprehensive footy management sim available and the multi-edit system actually works.

DOWNERS You need time to become successful, as everything is infuriating complex, and the Multi-Edit System doesn't work on *SWOS*. Natch.

THE BOTTOM LINE

As the season draws to a close *PM3* remains a title contender and, while its price tag is perhaps a little dubious for something which has been released before, is a game no footy fan should be without.

82 PERCENT

THE BOTTOM LINE

A1200 Cor, you won't believe how much faster this sim runs on an A1200. Nor should you.

BUDGETS

The games featured here this month are courtesy of Amiga Format's generosity and Electronic Boutique's optimism. For stocking them.

TREBLE CHAMPIONS 2

Runs on: A500, A600, A1200
Publisher: Challenge Software
Price: £10

When Electronic Boutique placed a 'Special Buy' sticker on this, I don't believe they were thinking in the same terms as Kevin Keegan when he described Faustino Asprilla as "a bit special".

Treble Champions 2 runs on all Amigas. Atari ST users can buy a version for their machine. And, if you're still in doubt whether to buy this, take a look at the screenshots. Then the price. A-ha-ha.

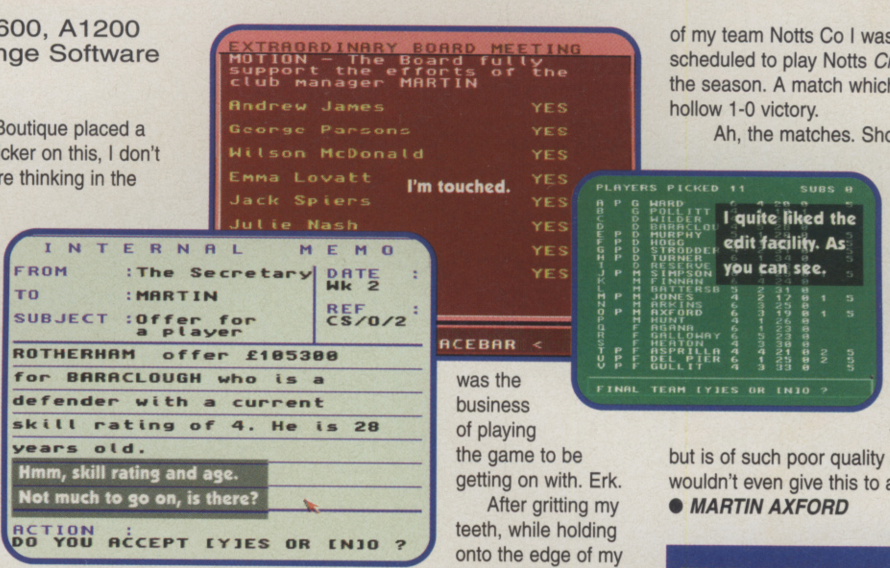
As its title suggests, *Treble Champions 2* allows you to win the Championship, FA Cup and League Cup in a season. (Though probably not intentionally.) Which caused me to wonder what could possibly be different from the original *Treble Champions*. But not for long, mind. Because there was the business of playing the game to be getting on with. Erk.

After gritting my teeth, while holding onto the edge of my seat and preparing for the pressure and excitement of football management, I soon realised that reading what it said on the box was more interesting than the game itself. After being asked to type in the name of my team Notts Co I was aware that I was scheduled to play Notts *Cnty* in the second week of the season. A match which ended in a somewhat hollow 1-0 victory.

Ah, the matches. Should finding out the result immediately fail to excite you sufficiently then you can watch a blue box to see "GOAL!" flash up after "Notts Co Shoot!" but before "Disallowed!" Exclaimation mark!

Treble Champions 2 may well include many of the same features that *PM3 Deluxe* has, but is of such poor quality and execution that I wouldn't even give this to an orphan.

● ***MARTIN AXFORD***



```
EXTRAORDINARY BOARD MEETING
MOTION - The Board fully
support the efforts of the
club manager MARTIN
Andrew James          YES
George Parsons        YES
Wilson McDonald       YES
Emma Lovatt           YES
Jack Spiers           YES
Julie Nash            YES
                      YES
                      YES
ACEBAR <
```

I'm touched.

```
I N T E R N A L    M E M O
FROM    :The Secretary   DATE  :
                         Wk 2
TO      :MARTIN
SUBJECT :Offer for       REF   :
         a player        CS/O/2
ROTHERHAM  offer £105300
for BARACLOUGH who is a
defender with a current
skill rating of 4. He is 28
years old.
ACTION  :
DO YOU ACCEPT [Y]ES OR [N]O ?
```

Hmm, skill rating and age. Not much to go on, is there?

```
PLAYERS PICKED 11          SUBS 0
A P G WARD
B   G POLLITT
C   D WILDER
D   D BARACLOU
E P D MURPHY
F P D HOGG
G P D STRODDER
H P D TURNER
I   D RESERVE
J P M SIMPSON
K   M FINNAN
L   M BATTERSB 5 2 31 0
M P M JONES    4 2 17 0 1 5
N   M ARKINS   6 3 25 0
O P M AXFORD   6 3 19 0 1 5
P   M HUNT     4 1 26 0
Q   F AGANA    6 1 23 0
R   F GALLOWAY 6 5 23 0
S   F HEATON   4 3 30 0
T P F ASPRILLA 4 4 21 0 2 5
U P F DEL PIER 6 1 25 0 2 5
V P F GULLIT   4 3 33 0   5
FINAL TEAM [Y]ES OR [N]O ?
```

I quite liked the edit facility. As you can see.

THE BOTTOM LINE

It's so crap, it's almost fantastic. No, that's a lie. It's not "almost fantastic" at all.

5 PERCENT

TEST MATCH CRICKET

Runs on: A500, A600, A1200
Publisher: Challenge Software
Price: £10

Oh dear. There is something drastically wrong when you manage to invent a cricketing game which is even more tedious than cricket itself. Yet that is precisely what Challenge have managed. How? If only I knew.

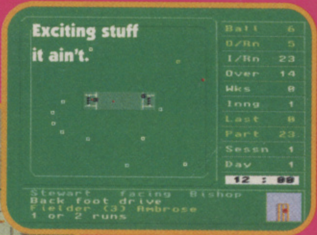
Test matches are only worth watching on the second day, when the team which batted first are skittled out before the incoming opposition's top-order batsmen begin the chase for runs. Disappointing then, that *Test Match Cricket* doesn't let you jump straight to the second day's play. Though not nearly as disappointing as the game itself.

As with *Treble Champions 2*, there are many worthy features included here. You assume the position of your chosen team's captain, affording you the privilege of making all the decisions. Decide whether to bat or bowl, organise your team in the field, select your bowlers and advise them how to bowl according to the type of wicket and then, if you're still awake, declare in time for tea.

But it's just so dull. When your team is batting, you press C for the ball to be bowled, before a commentary appears describing how your batsman dealt with the ball or asking you if you want to take a single or risk the fielder's arm and run two. Hardly thrilling stuff, but then this is cricket. Unfortunately. Hnngh.

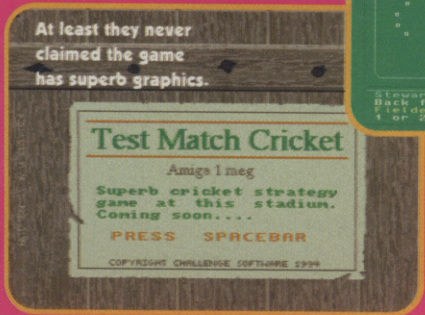
Even the box failed to amuse me. "A new experience in Cricket strategy games… The PRESSURE is on – The DECISIONS are yours… test your cricketing knowledge and tactical skills with this SUPERB TEST MATCH STRATEGY GAME… A MUST FOR ALL CRICKET ENTHUSIASTS." There was a series of questions posed too but the one that began "Will you risk…" never got much further. But that should be irrelevant anyway, because if you risk anything relating to this game it'll be your sanity.

● *MARTIN AXFORD*



```
Ball     6
O/Rn     5
I/Rn    23
Over    14
Wks      0
Inng     1
Last     0
Part    23
Sessn    1
Day      1
 12 : 00
Stewart    facing    Bishop
Back foot drive
Fielder (3) Ambrose
1 or 2 runs
```

Exciting stuff it ain't.



Test Match Cricket
Amiga 1 meg
Superb cricket strategy game at this stadium. Coming soon....
PRESS SPACEBAR
COPYRIGHT CHALLENGE SOFTWARE 1994

At least they never claimed the game has superb graphics.

THE BOTTOM LINE

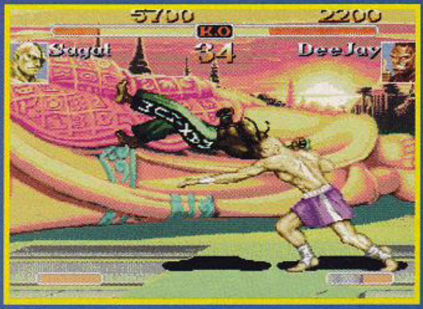
Oh, what the heck. Convince yourself you've found a tenner, have nothing else to spend it on and visit Electronic Boutique. But believe me, it'll end in tears.

4 PERCENT

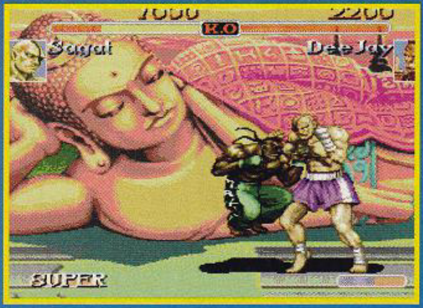
SUPER STR 2 TU

SUPER(ER)

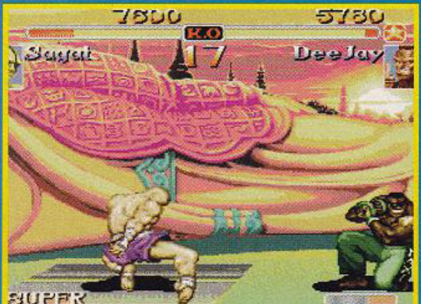
The Super(er) bit of *SSF2 Turbo* is this.



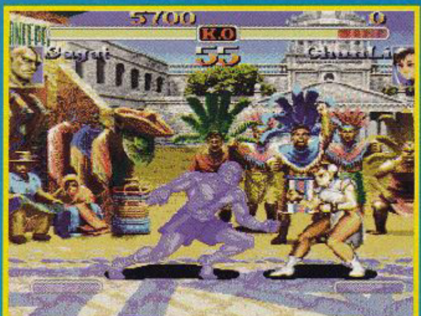
First you build up your super combo meter by raining blows upon your opponent.



When full, it flashes SUPER. Now is the time to strike.



Almost... worked out... combo move...



Success! You turn blue and unleash a devastating attack! On a different opponent. Hours later.

One or two words? We haven't a clue.

Runs on: A1200-HD
Publisher: Gametek
Authors: Human Soft
Price: £20
Release: Out now

Reviewer stands upon pleasant village green, disrupting round of bowls, the most useless, ridiculous game ever in the history of all things.

REVIEWER: Hello! As part of my research for the review of *Super Streetfighter 2 Turbo*, I've come to the picturesque village of Yetts O'Muckhart, having sent invitations and first-class aeroplane tickets to the 15 best hand-to-hand fighters in the world. *(Grinningly growls.)* Come on then! You fellows.

(Reviewer is set upon by 15 huge rumblers. He is beaten badly. Fade out. Fade in on a hospital bed. Reviewer lies swathed in bandages.)

REVIEWER: Well, that didn't go as well as I'd have liked. Tch. *(Notices patient in next bed.)* Hello! And who might you be?

PATIENT: I am *Super Streetfighter 2 Turbo*, and I too have just been badly beaten.

REVIEWER: Well there's a stroke of luck.

AKKKKK

PATIENT: I didn't deserve my beating.

REVIEWER: Actually, I asked for mine. (Although it was quite unpleasant.) What happened to you?

PATIENT: I don't understand. I'd just been released, so I thought it only natural to go along to the local branch of the beat-'em-up union and sign up. I made my pitch in the form of a small video presentation, and the next thing I knew I was being beaten senseless.

REVIEWER *(sympathetically)***:** Did a large black whirpool spin before you, and you dived into it and never hit the bottom?

PATIENT: No. *(Fishes around under bandages.)* Oh look – my compact projector survived intact.

REVIEWER: Let's see that video presentation.

PATIENT: Right.

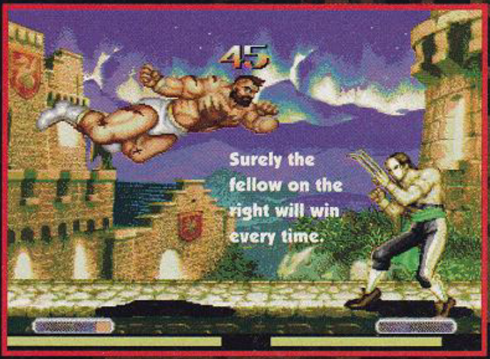
(Film is projected on wall. Slightly blurred and crackly. Super Streetfighter 2 Turbo *appears.)*

SUPER: Hello there. So why should you admit me to your union? Take a look at this. *(There is footage of his game.)* Observe how my characters teleport from position to position across the screen in a display of astonishingly slow, jerky animation. This makes it all too easy to entirely lose your fighter for a vital moment as if you were concentrating on the wrong part of a zoetrope image. *(One fighter strikes another.)* See also how my collision detection is shabbily lax so blows land from feet away. In collusion these two spectacular errors destroy the skill of *Streetfighter 2*; that is, learning the shape, range, moves and combos of your character. *(He smiles. Image flicks to options screen.)* To stagger the mind of even the most innocent *Streetfighter 2* player, I've taken out the handicap option whereby you set the strengths of the opponents' blows to even up a match between a casual and experienced player, and dropped the timer option so you can only play a 99-second bout, thereby ensuring almost every two-player game will be decided on time.

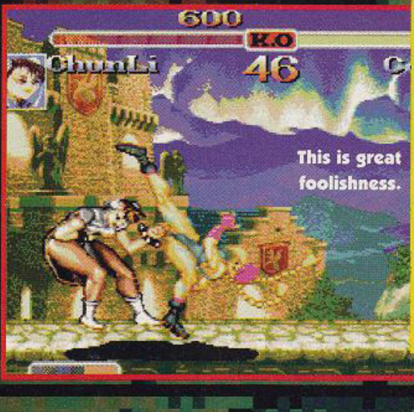
PATIENT *(gesturing)***:** I particularly liked this bit. *(Complicated charts appear on the screen.)*

SUPER *(pointing at charts)***:** Notice how *Super Streetfighter 2 Turbo* gives you only three speeds to

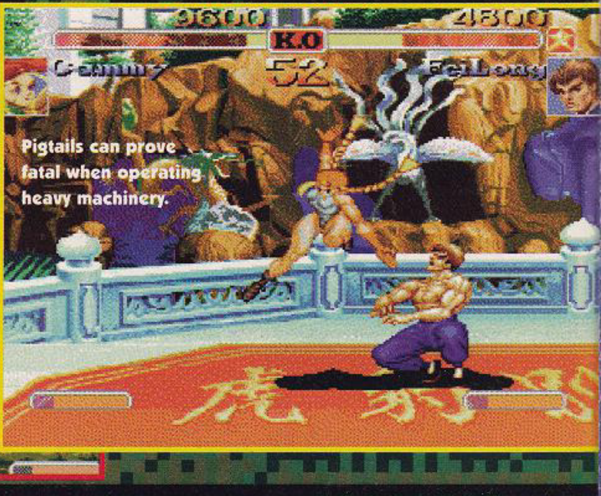
> "Most useless, ridiculous game"



Surely the fellow on the right will win every time.



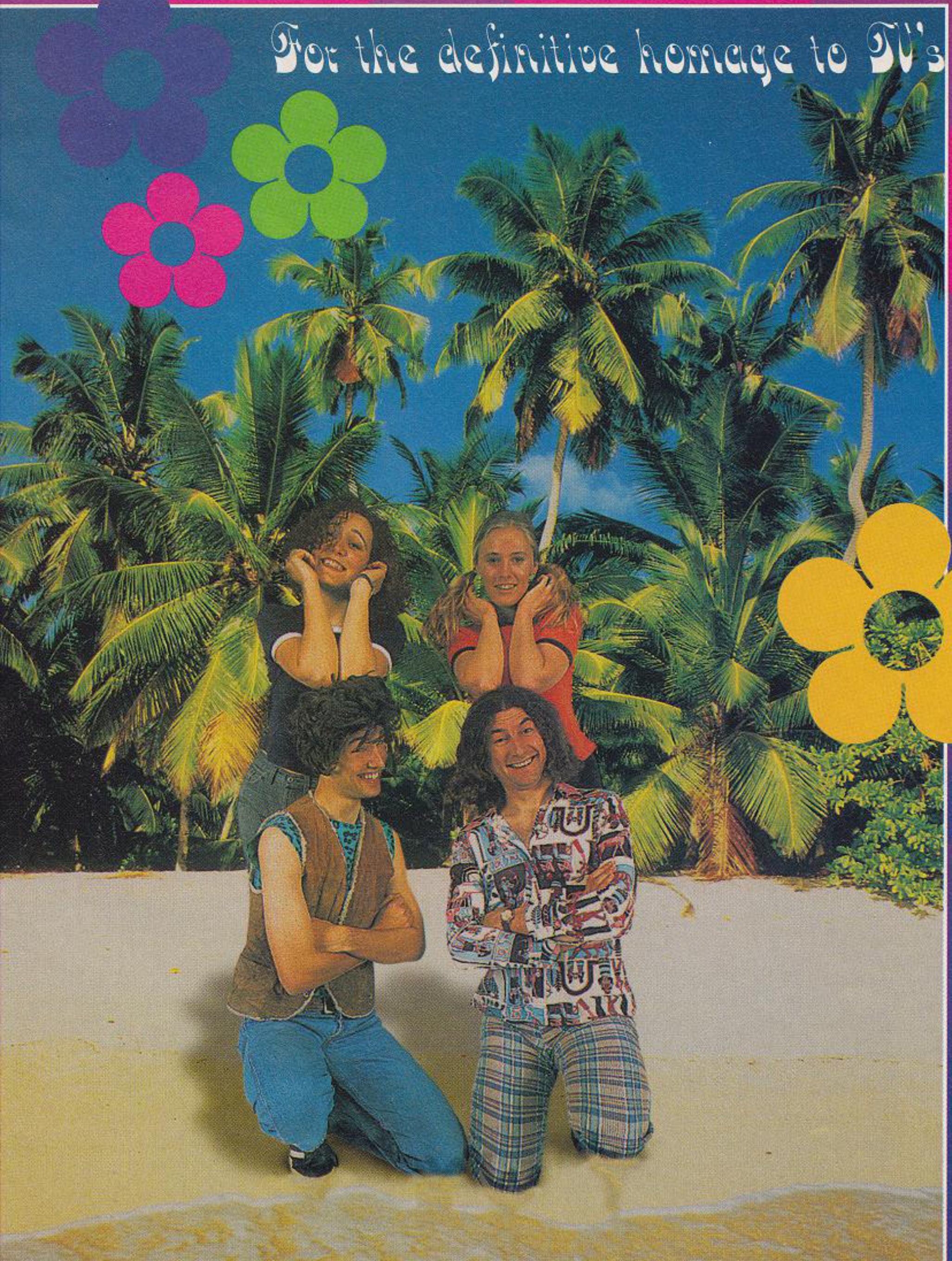
This is great foolishness.



Pigtails can prove fatal when operating heavy machinery.

CHECK HELMETS!

For the definitive homage to TV's famous Canoe Squad



The 1970s were, for the AP team, our childhood years, and while many of you were either getting born (if you're younger than us) or listening to Blondie and Sly And The Family Stone (if you're older), we were out there wearing our black slip-on plimsolls, riding our Ralaigh Choppers, eating Texan Bars and Spangles and watching Trumpton, Mr Ben, The Professionals and Canoe Squad.

Yet while most of the above have attained cult tee-shirt status amidst long haired layabout students, Canoe Squad, a Red Hand Gang-esque fantasy/adventure series set on and off the coast of Melbourne, has strangely slipped from the collective memories of our generation. Most people, if hard pressed, will remember pre-Swap Shop broadcasts of Robinson Crusoe and Black Beauty, or the words to the theme song of the Yugoslavian made English Civil War swashbuckler Flashing Blades(1), but attempts at sparking such memories about "The Squad" had, until recently, proved futile. Even our three year long attempts at peppering AMIGA POWER with references brought no feedback. That is, until a few months ago, when regular AP reader Colin Sutcliffe emailed us. Colin's the nephew of Ron Dillow, who not only worked on the original concept of Canoe Squad with his one-time friend and scriptwriter Colin McCreedy, but has recently retired from the Australian TV industry and moved back to his home village of Mortenhampstead on the edge of Dartmoor.

We met Ron and bombarded him with our hazy accounts of the series. Sadly, he hasn't got any tapes of the show, but he did supply us with enough pictures and anecdotes to set the record straight once and for all. It's thanks to Ron's scrapbook of dog-eared photographs and press cuttings, his contacts with other keen "Squadders" and his memories of the show that we can now bring you what is, without doubt, the most complete and factual homage to possibly the least remembered low quality kids' TV show of the mid-'70s.

•Canoe Squad – The Title Sequence

The opening titles of Canoe Squad were unforgettable; the grumpy old man shouting, "You kids aren't allowed out there! Come back right now!", the cocky smiling Squad shouting back, "No way mister, the open seas are nature's gift to everyone, and that includes Canoe Squad!" and the logo rushing in from the horizon as the Squad paddled furiously past the camera. However, no one can recall the theme tune...

Ron Dillow's insight (laughing): "Time and budget restraints prevented us from commissioning a proper tune, so we stole a sea shanty jingle from, of all things, a supermarket muzak tape, and just added a funky 'wakka-wakka' guitar track and the cast shouting "Canoe... SQUAD" over and over again. It's funny that no one can remember it, because I'm fairly sure it was the inspiration for the Captain Birds-Eye jingle. If you play them back-to-back, they're almost identical."

•Canoe Squad – Origins

Ex-AP production editor Steve Faragher swore blind that he'd heard that Central Television had made a Canoe Squad rip-off series, but once again, Ron set the record straight.

Ron Dillow's insight: "Actually, it was the other way round. Back in '71, Colin McCreedy showed me scripts for a children's adventure series set on the river and canal network surrounding Birmingham. It was originally titled The Tipton Terriers, but when Grampian commisioned a non-broadcast pilot, they insisted the name was changed to the more general title Canoe Squad. We shot the pilot in just eight days, so I suppose it's no surprise that Grampian, and every other ITV franchise, hated it. The whole project was shelved for a couple of years until my good friend Andy Bodle got the Australians interested in it."

•Was Chegsy a member of Canoe Squad?

No one can say whether Chegsy was an "official" Squaddie or not. Sure, he's not in every episode, but his expertise on tides and endless supply of fibreglass resin got the team out of several sticky situations. We'd have included him, but as you can see from Ron's precious third series promotional photos, ABC obviously didn't think the same way.

Ron Dillow's insight: "I think Chegsy was always regarded as being too old and rough to be in the Squad, and because he hotwired a truck in the first series, he'd have been a poor role-model. He was old enough to drive though, which helped patch over many a dodgy plot point."

•Canoe Squad – Fatal Transmissions

So how come no one remembers the show? Finally, Dan revealed the SHOCKING TRUTH.

Ron Dillow's insight: "ATV bought the first two series of the show from ABC, but in fact only four episodes were ever shown. I really think it was destined to be as big as The Tomorrow People or Holmes and Yo-Yo but, in the wake of some terrible publicity surrounding a real-life drowning, they were forced to withdraw the show. It was a shame that."

•Canoe Squad – Towards the year 2000

Astonishingly, Canoe Squad STILL LIVES! According to Canoe Squad fanzine writer Dan O'Brian, the show was sold to 23 countries, including the UK, and was last seen during Ciao Bambino! – the Saturday morning Italian children's TV slot – until it was inevitably axed in 1994 to make way for Disney Club. An internet site – (http://www.ecentral.co.nz/ECZ/canoe.squad/bare.all.2.html) – states that a New Zealand company are raising money to pitch the show to USA movie moguls, so what are the chances of a big-screen version, or a video release of the originals?

Ron Dillow's insight: "I've absolutely no idea! Colin McCreedy's excessive drinking killed him in 1986, so I'd imagine ABC now hold the rights. I suppose anything's possible, but I doubt Hollywood would be interested. Maybe you should revive it!"

Yes Ron, maybe we should!

THE (NEARLY) COMPLETE SHO

UK PILOT

This was never intended to be of transmission quality, and only a few brief sequences have survived (most are incorporated into the season one episode, Sub's Dream). The story runs thus:

Brandon moves to a new town and has trouble making friends at school. He joins the yachting and canoeing club, run by stern PE teacher Mr Thomason, but when Mr Thomason is battered by a gang of boat thieves, Brandon joins forces with the other club members (Lizzy, Jerry and tomboy "Harry") and with Mr Thomason's nephew Chegsy, vows to solve the crime. They leave the boathouse open, then track the robbers back to their base, where they block the exits until the police arrive.

In a moving final scene, Mr Thomason sternly tells the children that they shouldn't use the school's canoes without supervision – at the same time slipping something into Brandon's hand. When they get outside, Brandon shows the Squad what Mr Thomason gave him – the spare key to to the boathouse!

2.25pm There's No Business Like Show Business (black and white, 1948) Compilation of classic moments from the golden age of musicals.

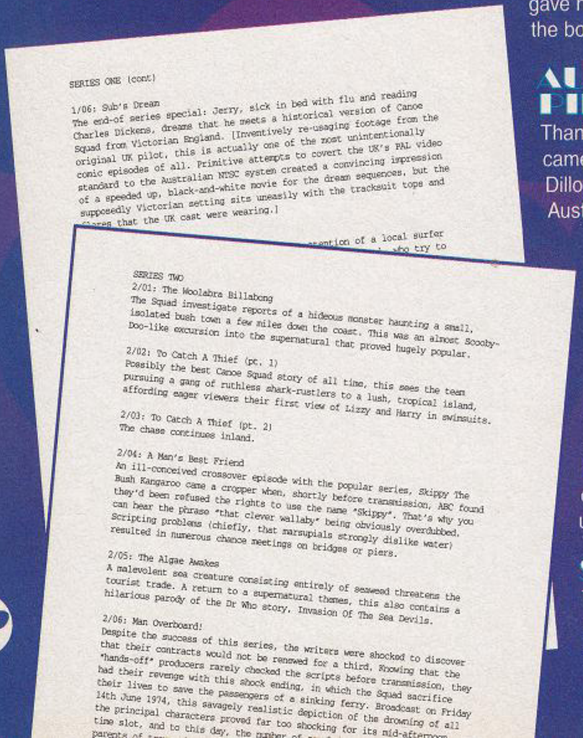
4.00pm Winky Dinky. Cartoon fun for the little ones.

4.10pm The Book Tower. Tom Baker reads from The Wizard Of Earthsea, by Alan Garner.

4.45pm Canoe Squad. Drama from down under. A valuable piece of coral goes missing from the local aquarium, and the Squad are blamed for losing it!

5.15pm Regional Programmes

5.45pm News from ITN



SERIES ONE (cont)

1/06: Sub's Dream
The end-of series special: Jerry, sick in bed with flu and reading Charles Dickens, dreams that he meets a historical version of Canoe Squad from Victorian England. [Inventively re-usaging footage from the original UK pilot, this is actually one of the most unintentionally comic episodes of all. Primitive attempts to covert the UK's PAL video standard to the Australian NTSC system created a convincing impression of a speeded up, black-and-white movie for the dream sequences, but the supposedly Victorian setting sits uneasily with the tracksuit tops and flares that the UK cast were wearing.]

SERIES TWO
2/01: The Woolabra Billabong
The Squad investigate reports of a hideous monster haunting a small, isolated bush town a few miles down the coast. This was an almost Scooby-Doo-like excursion into the supernatural that proved hugely popular.

2/02: To Catch A Thief (pt. 1)
Possibly the best Canoe Squad story of all time, this sees the team pursuing a gang of ruthless shark-rustlers to a lush, tropical island, affording eager viewers their first view of Lizzy and Harry in swimsuits.

2/03: To Catch A Thief (pt. 2)
The chase continues inland.

2/04: A Man's Best Friend
An ill-conceived crossover episode with the popular series, Skippy The Bush Kangaroo came a cropper when, shortly before transmission, ABC found they'd been refused the rights to use the name "Skippy". That's why you can hear the phrase "that clever wallaby" being obviously overdubbed. Scripting problems (chiefly, that marsupials strongly dislike water) resulted in numerous chance meetings on bridges or piers.

2/05: The Algae Awakes
A malevolent sea creature consisting entirely of seaweed threatens the tourist trade. A return to a supernatural themes, this also contains a hilarious parody of the Dr Who story, Invasion Of The Sea Devils.

2/06: Man Overboard!
Despite the success of this series, the writers were shocked to discover that their contracts would not be renewed for a third. Knowing that the "hands-off" producers rarely checked the scripts before transmission, they had their revenge with this shock ending, in which the Squad sacrifice their lives to save the passengers of a sinking ferry. Broadcast on Friday 14th June 1974, this savagely realistic depiction of the drowning of all the principal characters proved far too shocking for its mid-afternoon time slot, and to this day, the number of

AUSTRALIAN PILOT

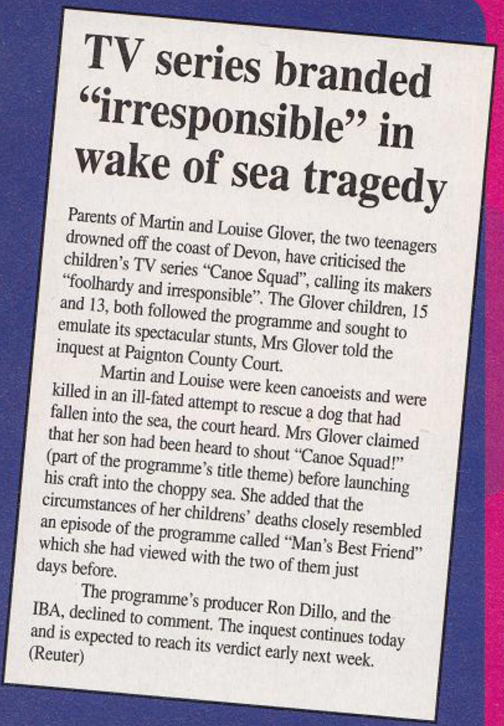
Thanks to a deal struck by Dillow's cameraman friend Anthony Bodle, Dillow and McCreedy followed the show to the Australian Broadcasting Network. ABC, under pressure to devise a home-grown kids' series to rival the growing popularity of American imports, leapt at the chance to run a ready-made show and, apart from the obvious cast changes and being set on the coast of Melbourne, the Australian pilot is almost an identical remake of the UK one, with the addition of a major schoolroom sequence in which a science teacher painstakingly explains that a canoe is "a small, narrow boat propelled using a stick with paddles on both ends."

SERIES ONE

These episodes are mainly Australianised rewrites of Colin McCreedy's original UK scripts, re-written after he'd moved out to Australia. The hot weather and sunny temperament of the Australians didn't suit McCreedy, who peppered his re-writes with blatantly racist comments about Australians, as well as several glaring cultural inconsistencies. It became an on-set joke to mislead McCreedy about Aussie slang, which is why, for example, Chegsy regularly refers to toilet paper as "Vegemite." For these and other reasons, this series was rarely transmitted, and the information available is patchy.

SERIES TWO

Made after the now-disillusioned McCreedy returned to the UK, this new series was regarded by fans and critics alike as the show's high point, due to a fresh input of new and, most importantly, Australian writers. These included former ABC and Seven Network newsreader, Jane Kennedy (who



TV series branded "irresponsible" in wake of sea tragedy

Parents of Martin and Louise Glover, the two teenagers drowned off the coast of Devon, have criticised the children's TV series "Canoe Squad", calling its makers "foolhardy and irresponsible". The Glover children, 15 and 13, both followed the programme and sought to emulate its spectacular stunts, Mrs Glover told the inquest at Paignton County Court.

Martin and Louise were keen canoeists and were killed in an ill-fated attempt to rescue a dog that had fallen into the sea, the court heard. Mrs Glover claimed that her son had been heard to shout "Canoe Squad!" (part of the programme's title theme) before launching his craft into the choppy sea. She added that the circumstances of her childrens' deaths closely resembled an episode of the programme called "Man's Best Friend" which she had viewed with the two of them just days before.

The programme's producer Ron Dillo, and the IBA, declined to comment. The inquest continues today and is expected to reach its verdict early next week. (Reuter)

Postscript: The court returned a verdict of accidental death 10 days later. Note that the supposedly reputable Times managed to mis-spell Ron Dillow's surname, and that the episode featuring the puppy was actually "Crest of a Wave" and not "Man's Best Friend", as Mrs Glover claimed in court.

W LISTING

went on to write ITV's late-night re-run cult hit, Funky Squad) and Rob Sitch (who plays anchorman Mike Moore in the current affairs parody, Frontline, seen here in the UK by cable viewers on the Paramount Channel).

SERIES THREE

With hindsight, it's easy to see that this series was doomed to failure. Bravely trying to recover from the catastrophic climax to series two, the producers took the unusual step of keeping the same cast and claiming that all the members of the first Canoe Squad had twins with similar names (Brandon – Brendan, Harry – Carrie, and so on), who then formed a second Canoe Squad to preserve the memory of their deceased relatives. Since the "Man Overboard!" episode was never re-broadcast or sold abroad though, this inconsistency of names caused confusion. For example, only three of the 16 comic strip episodes commissioned and drawn for Look In! magazine use the series' three names.

Still, this name changing might have worked, had the producers not also tried to give the programme a more "literary" feel, by writing the scripts themselves and choosing to adapt sea-going epics such as Mutiny On The Bounty, Moby Dick, and Joseph Conrad's nightmarish Heart Of Darkness. The challenges of fitting such lengthy novels into half-hour plots about canoes proved too much, even for this experienced team, and only compounded the problems that the cast were starting to look a bit long in the tooth to play teenagers (Marc Wallace was 25 when shooting for series one started). The series was cancelled after 3 poorly received episodes, and the remaining slots were filled with repeats from the middle of the hugely popular series two.

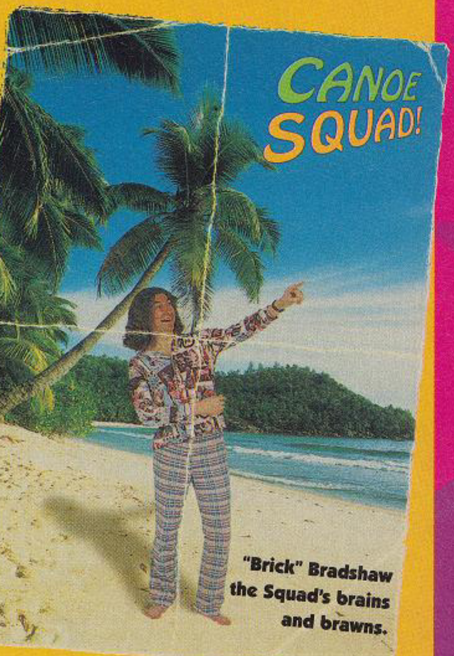
WHO WERE CANOE SQUAD?

Dan O'Brian, writer of 'Foam in Our Mouths', the Canoe Squad Confidential Zine is a splendid contact of Ron's. He's been charting the careers of the "Squad" for years now, and it's thanks to him that we've got this excellent cast listing. He's always keen to know more though, so if you can add to his list in any way, email him at danny@cityscape.co.uk.

THEY WERE

BRANDON "BRICK" BRADSHAW

The oldest member and default leader of the Squad, Brandon was played by Marc Wallis. Marc never acted again and Dan is desperate to know what happened to him thereafter.

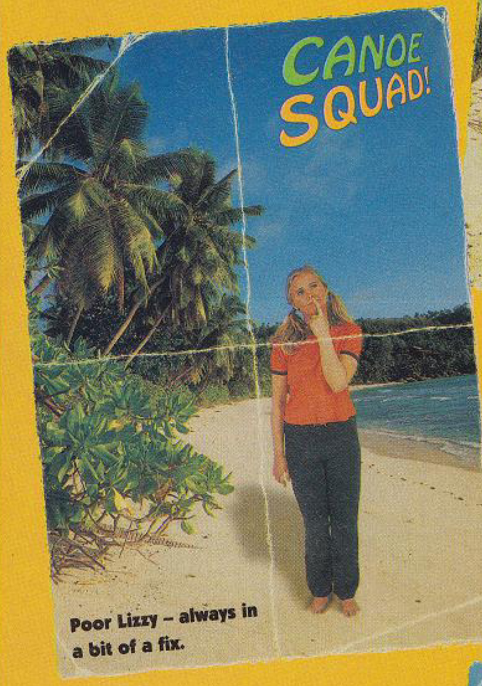


CANOE SQUAD!

"Brick" Bradshaw the Squad's brains and brawns.

LIZZY YOUNG

In the not-so-politically-correct '70s, it was always "Poor Lizzy" who got in a fix and needed rescuing. Actress Jenny Slater stuck with television, and is now an executive producer for the National Geographic film unit.



CANOE SQUAD!

Poor Lizzy – always in a bit of a fix.

HARRIET "HARRY" DINGLE

Playing a rough and tumble tomboy (Harry) launched the acting career of Juliette Clarke, who went on to appear in the daytime soap Young Doctors before playing numerous feature film supporting roles including Picnic at Hanging Rock (1975) and Hellraiser 3 (1990).

JERRY "SUB" DONOVAN

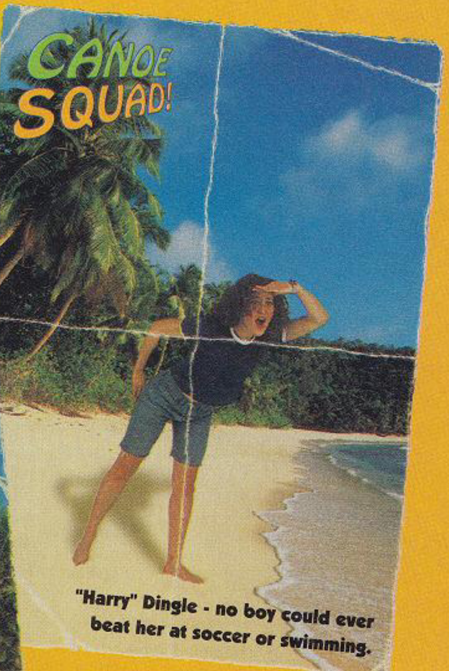
With the demise of Canoe Squad, actor Al Mitchard concentrated on a musical career. Years later, he changed his name to 'Hungry Smith' and became the bass guitarist in *Mental As Anything*.

CHEGSY

Whenever the Squad needed a practical hand, cheery high school dropout Chegsy was always there for them. Actor Robert "Bud" Brogan spent several post-Squad years playing the uneducated Ocker image of Chegsy in a successful ad campaign for Thomson's Breweries before setting up a Toyota franchise in Adelaide.

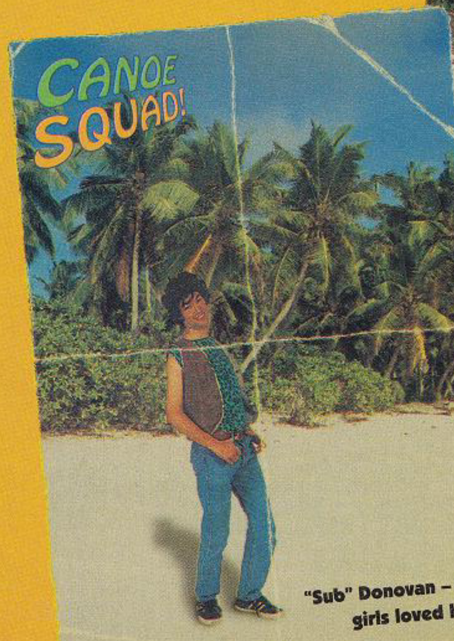
DOUGHNUT

Chegsy's tubby elder brother was an occasional character played by a succession of different actors including, as AP32 correctly noted, Paul Michael Glaser, better known as '70s supercop Starsky. He made a cameo appearence in "Man Overboard!" the now infamous climax to series two.



CANOE SQUAD!

"Harry" Dingle - no boy could ever beat her at soccer or swimming.



CANOE SQUAD!

"Sub" Donovan – the girls loved him.

GRUMPY OLD MAN

The "Hey kids" grumpy old man from the opening credits was Alf Anderson, an Australian character actor of stage and screen. Interestingly, he was also the father of Angry Anderson, who appeared in *Mad Max Beyond Thunderdome* (1985) and who also sung "Suddenly," the Charlene/ Scott marriage theme from Neighbours which reached number three in December 1988.

FROM BLACK COUNTRY TO BAYWATCH - A CRITICAL

Deconstruction Of The Cultural Resonance Of CANOE SQUAD

Dave Green, former production editor at AMIGA POWER, now a columnist for The Guardian and Regis Professor of Popular Culture at the University of Northamptonshire, shares his thoughts.

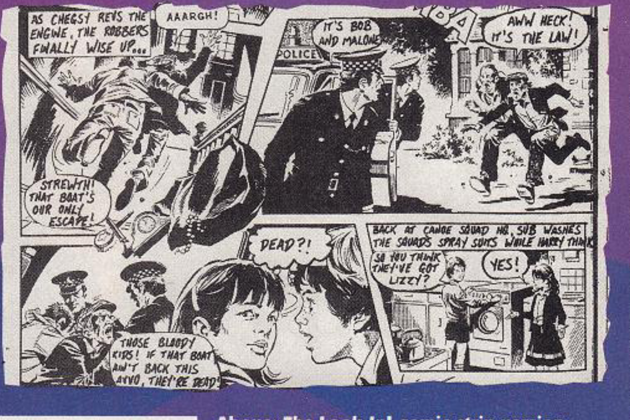
When I'm not flicking through my well-thumbed copy of Roland Barthes' Mythologies, or freeze-framing some of the Freudian imagery in Halls Mentholyptus adverts, I often like to hold informal "rap sessions" with my D.Phil students about our favourite kids' TV shows from the 1970s. Needless to say, Canoe Squad features occasionally in such discussions(2), causing us to ask: whence the appeal of this charmingly incompetent, disposable televisual frippery, which, let's face it, very few people watched the first time around, and which many critics of the time described, quite succinctly, as "rubbish"?

Sadly, space does not permit an in-depth analysis of individual episodes, so here I will briefly touch on some of the basic themes. First, the sea is never absent from the programme. Even in season three's "To Catch A Thief", when Chegsy fitted skateboard-like wheels to his canoe to pursue a villain into across land, the coast is still visible on the horizon in most shots, beckoning its offspring back to its salty embrace. From the dawn of literature (Homer's Odyssey, The Iliad), through seventies speculative fiction (Marine Boy, The Man From Atlantis), right up to modern romantic parables (Seaquest DSV, Baywatch), the oceans are invariably a motif for man's powerlessness in the face of raw, elemental nature(3).

So, to the essential mystery of "The Squad." Why was the original West Midlands based pilot never commissioned while the Australian series was popular? For this, we must consider the structure of the team's favoured transport, and the context of Antipodean wildlife: *the canoe represents a humanoid marsupial. It's a pouch within which the young can flourish.* With this implicit subtext, the show has been exported to countries around the world (in France, they enjoy La Jeune Équipe De La Mer, in Germany and Luxembourg, Das Fröhliche Kinderboten, in South Africa De Kanoëneloeg von Zeehaven). Because each nation re-interprets the series within its own folk mythology, one is forced to reassess Canoe Squad as a programme enjoyed by kitsch fans, academics, and lovers of great TV drama worldwide. None could deny that it is ready to take its place in the pantheon of true genre classics, next to other favourites such as Michael Model-Maker and Android Barge.

CANOE SQUAD!

If anyone's got any video tapes of the series, PLEASE send them in. We'll pay for them.

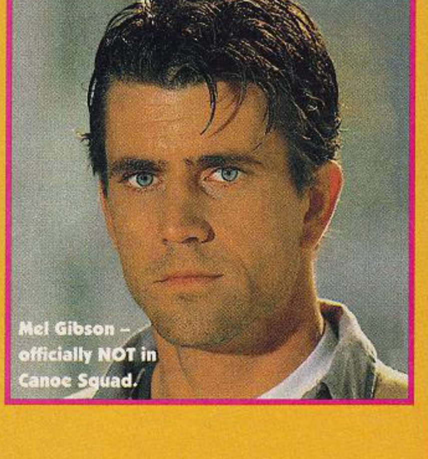

AS CHEGSY REVS THE ENGINE, THE ROBBERS FINALLY WISE UP...
AAARGH!
IT'S BOB AND MALONE
POLICE
AWW HECK! IT'S THE LAW!
STREWTH! THAT BOAT'S OUR ONLY ESCAPE!
DEAD?!
BACK AT CANOE SQUAD HQ, SUB WASHES THE SQUAD'S SPRAY SUITS WHILE HARRY THINKS
SO YOU THINK THEY'VE GOT LIZZY?
YES!
THOSE BLOODY KIDS! IF THAT BOAT AIN'T BACK THIS AVVO, THEY'RE DEAD!

Above: The Look-In! comic strip version.

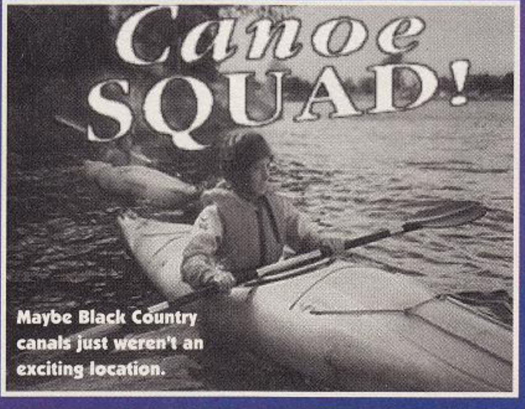
Left: Ron's rarest find – a video still from the original UK pilot episode opening titles.

MEL GIBSON IN CANOE SQUAD?

There's a huge urban myth surrounding Mel Gibson's alleged appearance in the show, the source of which has now been tracked down to an episode of Film '82 broadcast in February of that year. In an interview about the Peter Weir film Gallipoli, Mel commented that filming the harrowing beach landing sequences were actually quite fun and "like being on the set of Canoe Squad." So now you know.



Mel Gibson – officially NOT in Canoe Squad.



Maybe Black Country canals just weren't an exciting location.

PICTURE CREDITS

Canoe Squad comic strip © Look-In, Independant TV Publications, London Video Still © ABC TV Worldwide 1973 Series Three Promotional Pictures © ABC World Marketting, Melbourne Times and TV Times press cuttings and script rundowns kindly supplied by Dan O'Brian. Copyright of cuttings remains with creditted publications.

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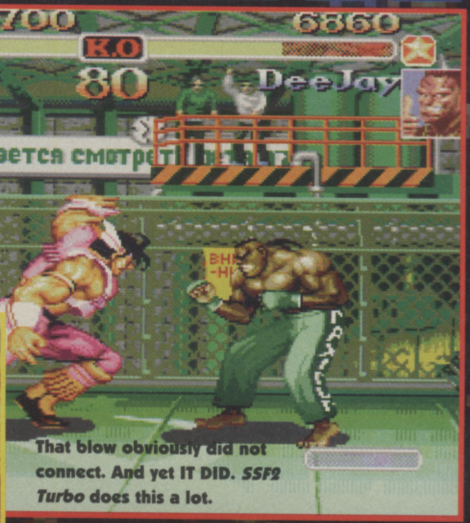
(1) For the record, the Flashing Blades theme tune goes like this:
You've got to fight for what you want/ For all that you believe/ It's right to fight for what you want / To live the way you please / As long as you have done your best/ Then no one can do more/ And life and love and happiness/ Are well worth fighting for.

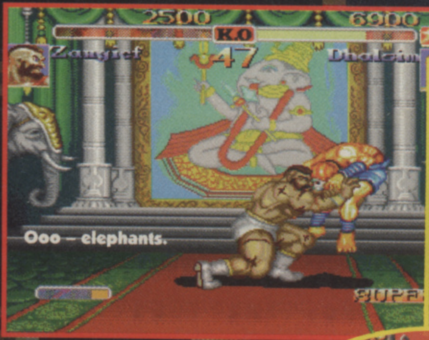
(2) Indeed, it formed the core of my recent paper, Paddling Upstream: Symbolism, Referentiality, and Transcultural Dominance in the Aquatic Adventure Serial, 1970-1982

(3) Opposing this view, some critics – for instance, Jenkins in Textual Poachers (Routledge, 1991) – take a more literalist approach, and maintain – uniquely – that the sea in these works actually represents nothing more than the sea, a large, wet object separating chunks of land.

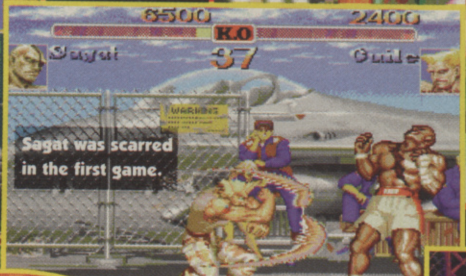
EETFIGHTER URBO



That blow obviously did not connect. And yet IT DID. *SSF2 Turbo* does this a lot.

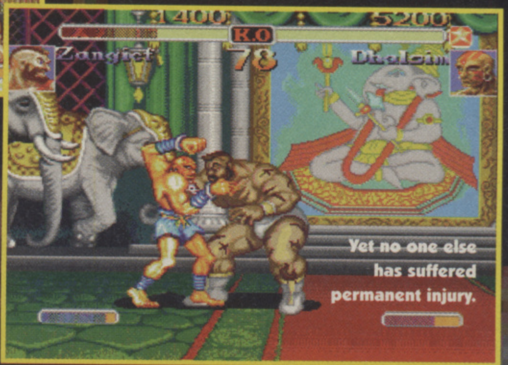


Ooo – elephants.



Sagat was scarred in the first game.

Watch Urusei Yatsura, everyone.



Yet no one else has suffered permanent injury.

choose from, and how even the fastest is pitifully slower than, for example, *Super Streetfighter 2.*

PATIENT *(winking at reviewer)*: Hey! What's that detail column?

SUPER *(cupping hand to ear)*: What's that, sir? The detail column?

REVIEWER: How clever.

SUPER: I offer both low and high detail modes, which appear identical. And you can switch me to a NTSC display for even larger (but fortunately no faster) graphics. I feel I must apologise for my graphics – they're excellent, with fine detail on the fighters and impressive portraits for the selection screens. And there's an annoyingly splendid voice calling out people's names and their home town. But I'm pleased to confirm the match sound is weedy and sparse with none of the grunts and shouts you got in, for example, *Super Streetfighter 2.* (Although I did admire their utterly unsuitable effeminacy.) There is, of course, no music at all.

REVIEWER: And extra bits? *(Winks at patient.)* I've read the book.

SUPER *(cupping hand to ear)*: Extra bits? Bless you, sir, I've been careful to stick precisely with the formula. So you can't just replay a two-player match by pressing space (as you could in, for example, *Super Streetfighter 2*) or even escape to the main menu if you accidentally choose the wrong type of match. *(Holding up hands with wry smile.)* And before you mention disk swapping, I've ensured it's hard drive-installable only. Well, hey, anything might have happened. I could have put in second-drive support if I wasn't vigilant. *(Chuckles for slightly too long.)*

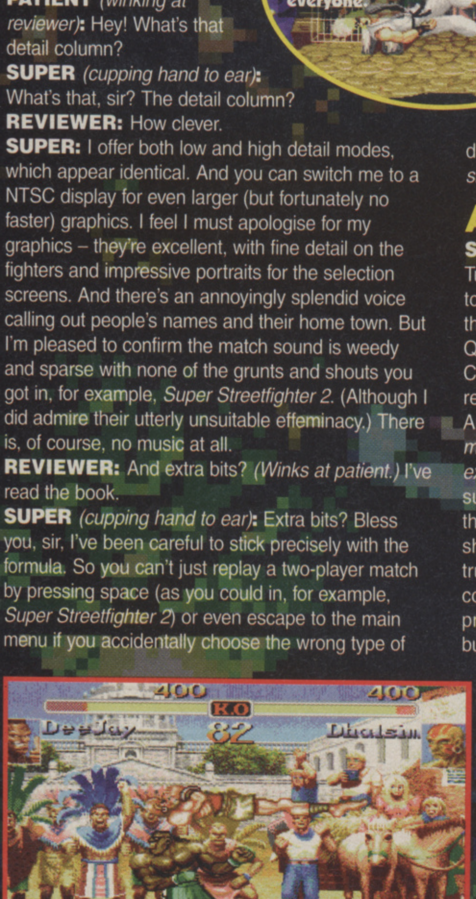
AIEOUGHH

SUPER: But what, you may be asking, makes me Turbo? Well, the speed, obviously, but I quickly saw to that. I've also a hidden character, Akuma, and there's a secret Amiga-only way to get to him. Quite a few things require secret Amiga-only ways. Combos, for example. Taking advice from renowned beat-'em-up master Graeme From Amiga Format *(Quick shot of Graeme who readers may remember guest-starred in the review of, for example,* Super Streetfighter 2*)* I've been careful to subtly alter some of the more potent combos, so that some that should work don't while others that shouldn't do. All part of making the Amiga version truly unique. But more than all this, my Turboness comes in extra-special Super Combos. I have prepared a series of stills explaining these exactly, but rest assured that the untamperable 99-second timer will prevent you from mastering these for many a moon. *(Does a little dance.)* And that's that. *(Projector flicks off.)*

PATIENT: Baffling, isn't it? They tried to pull off my head.

REVIEWER *(spluttering)*: Why I oughta... *(He grabs for a crutch and swings at the patient, who yelps and inches out of bed. Low-speed chase round ward. Door opens to admit Kenneth Williams as prissy doctor. Jostled by patient. Falls on Hattie Jacques. Swanee whistle. Sid James laughs. Everyone is murdered by Barbara Windsor.)*

● *JONATHAN NASH*



Admirable use of the easily flippable 'MAXIMUM.'

UPPERS Fantastic graphics. The structure – the moves and characters – is all there. The amusingly gimmicky Super Combo meter. Keyboard and joystick/keyboard controls. Mercifully, no 'context-sensitivity.' Supports CD32 pads (add 10% if you have them). It's possible to get used to it, in a clunky sort of way. Extremely tough computer opponents.

DOWNERS Appalling mechanics – slow, jerky movement and indecisive collision detection – throttle the point of *Streetfighter 2.* (And animation frames are missed out, throwing off the timing.) No handicap or timer options. In all but the size of the graphics, it is stunningly worse than *Super Streetfighter 2.* Hard drive-only.

THE BOTTOM LINE

Fails fans and casual players. Buy *Super Streetfighter 2* or (my choice) *Shadow Fighter.*

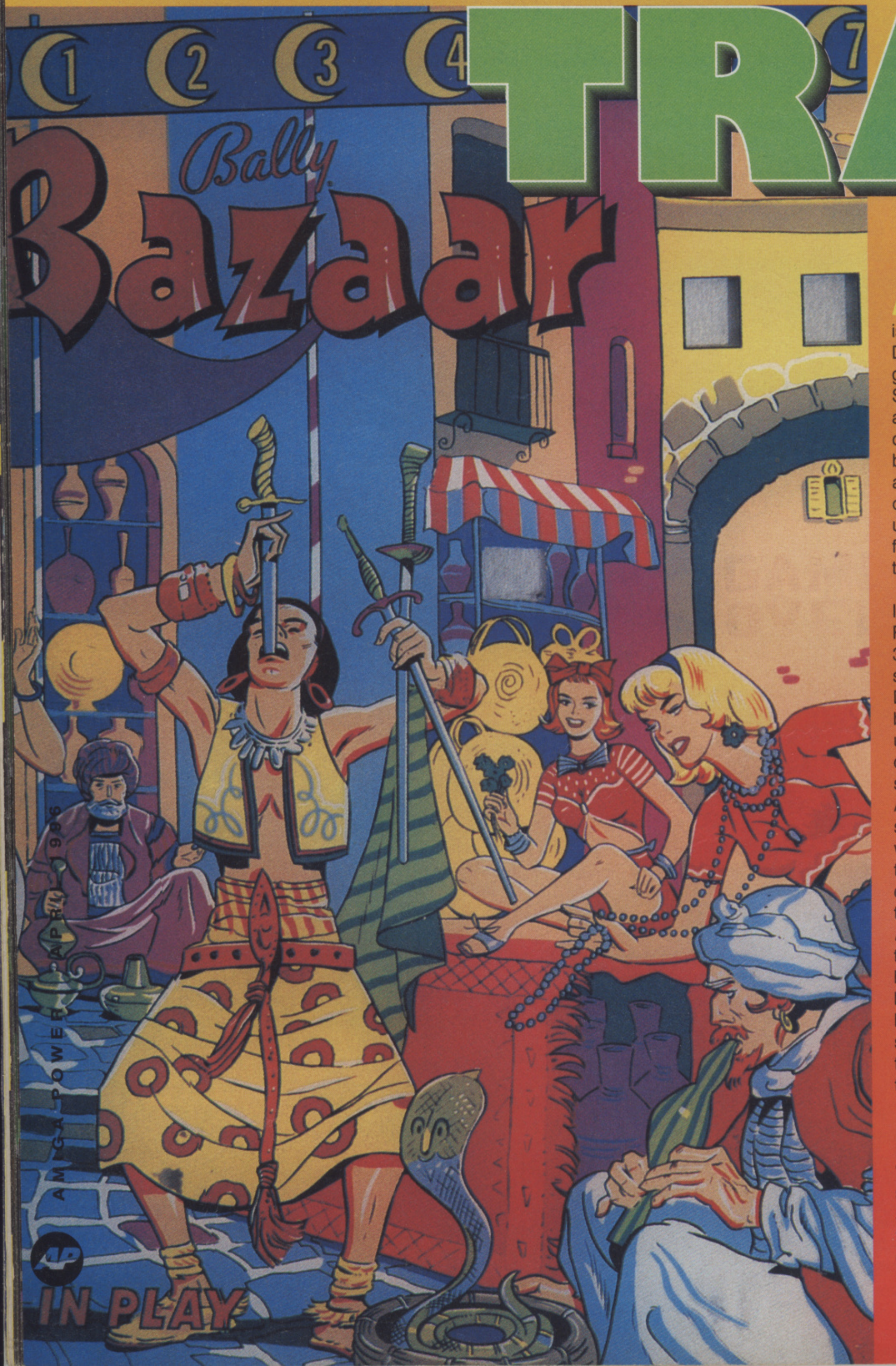
25 PERCENT

THE BOTTOM LINE

CD32

We await a sighting. Apparently the handicap option is back in.

BUMPER BUMPER TRAFF



As the sun undeniably sets over the dying campfires of the Amiga and the Microsoft bailiffs wait impatiently for the delivery of the court order, AP isn't above a wistful glance back at happier days. Days of 148-page issues crammed with more games than you could shake the long-lost AP Shaking Stick at, days when the world was shiny and happy, and days when – implausibly – some of our jokes were still new. Indeed, as the disparate band of stragglers still struggling to keep the flame alive huddles in a corner of the once-proud AP office, one of the few things that keeps our spirits up is nostalgic reminiscing over the days when a few of our proudest gags were first born. Thursday the 2nd of July 1992 was one of those days…

It seemed, at first, like any other day at AMIGA POWER – having completed their share of the 39 – 39! – games reviewed that issue, wargame supremo Jonathan Davies and PD king (even then) Dave Golder were chuckling at the antics of our beloved readers (this time having got them to dress up like idiots for our Bub and Bob Lookalike competition), yoof edit-a Mark Ramshaw was shrugging off the ending of the Matt Bielby Golden Age by ringing all his pop star mates looking for someone else to interview, everyone in the world was sighing as Commodore tried to flog another turkey for £600 (the CDTV this time), and Tim was complaining about the volume of one of my great tapes of ironic cover versions. *(Plus ça change. – Ed.)* They were spoiling his concentration as he tried to finish off the True Stories pages, y'see, and he was growing irritable as Art Ed Jacquie Spanton breathed gin fumes over his Mac screen waiting for him to write all the captions so she could send the section to the printers. Presently there was just one to go, and, feeling the tension, we gathered round to offer moral support.

REMINISCE PART TWO

"If you don't all *("Clear", I think it was – Ed)* off," said Tim, "I'm jolly well going to punch you all." We shuffled and looked at our feet. Anxious to settle the situation, he hurriedly banged down the last caption, underneath a piccy of one of Codemasters' exciting forthcoming titles. Even

TO
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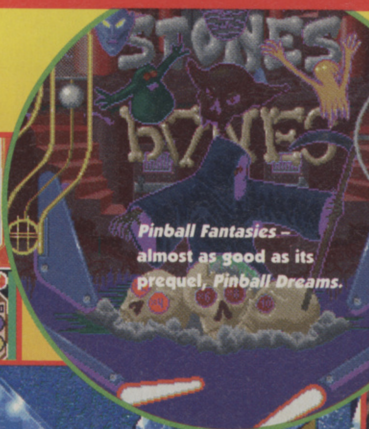
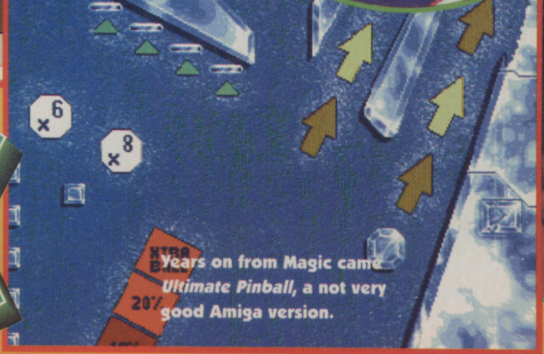
FIC

US Gold's *Pinball Magic*, an early, not very good Amiga pinball game.



Pinball Fantasies – almost as good as its prequel, *Pinball Dreams*.



Years on from Magic came *Ultimate Pinball*, a not very good Amiga version.

LET'S PLAY...
PINBALL

Psychologists could argue that Elvira is using the term "pinball" as some sort of euphemism in this arcade pinball backboard picture.

before he'd clicked on the 'Save' icon, we all stopped and looked at each other. The music, oddly, halted dead in its tracks. In a moment, we'd seen history form in front of our very eyes. Surely here was the genesis of a joke that would get us out of the tightest strapline scrapes, a joke that we'd lean on like a crutch whenever inspiration deserted us for years to come, a joke that would run and run (and run). The game was described by the Codies as "football with flippers," but Tim summed it up rather better.

"It's soccer! It's pinball! It's soccer and pinball! It's *Soccer Pinball*!"

THE OCCASIONAL FLICKER

Which seems like as good an excuse as any for another one of our *("Fantastically well thought-out, carefully-researched and inspirationally-executed" – Ed)* features. So let's have a red light, a green light, and go, Go, GO! just one more time for the folks at home, with an investigation into the past, present and future of the only game genre ever in which every single game ever released included the name of the genre in its title, just in case anyone got confused and mistook it for a role-playing strategy wargame, or something – pinball.

THIS IS WHAT SHE'S LIKE

It seems strange today, with a new one seemingly arriving with every issue, but it took quite a while for AP to see its first pinball game for review. There'd been a couple before the mag existed, but neither were really computer pinball like we know it today – US Gold's *Pinball Magic* was a French oddity, nothing like a real machine and featuring weird Breakout-type levels, and Activision's *Time Scanner* (the exception that proves the universal "Pinball Games Always Have The Word 'Pinball' In Their Name" rule mentioned previously) was a coin-op conversion where you travelled through time and flipped (hoi hup-la!) between several tables almost at will. It actually took a full year until *Pinball Dreams* clunked unassumingly and unannounced through our letterbox, falling into ➤

THE HISTORY OF PINBALL BUT IN REAL LIFE

Pinball wasn't always the all-singing, all-dancing box of techno-thrills we know and love today, of course.

Pinball was originally invented in 1722, when it took the form of Bagatelle (Fig A), a non-interactive game where you fired the ball into a load of pins and just hoped it landed in a high-scoring hole. (This concept, in a slightly revised form, has just been revived in the $9 million PC game *Wing Commander 4*). This style of the game persisted universally for over two centuries...

...until 1973, when Bill Trounce of Zingco Amusements, Cheshire said, "Hang on - wouldn't it be better if we put in some flippy things you could hit the ball with, painted exciting colourful designs on the playfield, added lots of ramps and targets and video subgames, and made a load of electronic bumpers that went 'Dinga-dinga-bzzzeeeeoow!' when you hit them? It'd be great and everything." (Fig B)

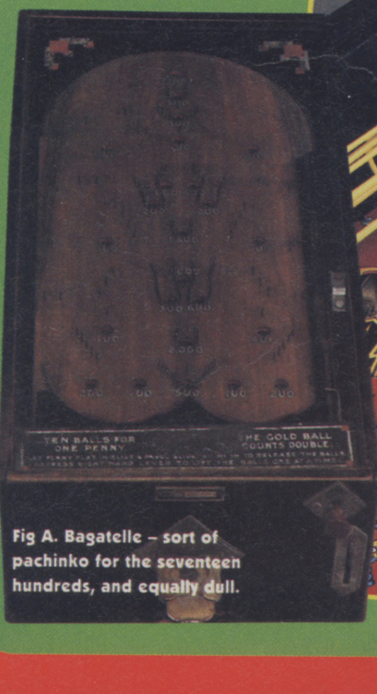


Fig A. Bagatelle – sort of pachinko for the seventeen hundreds, and equally dull.

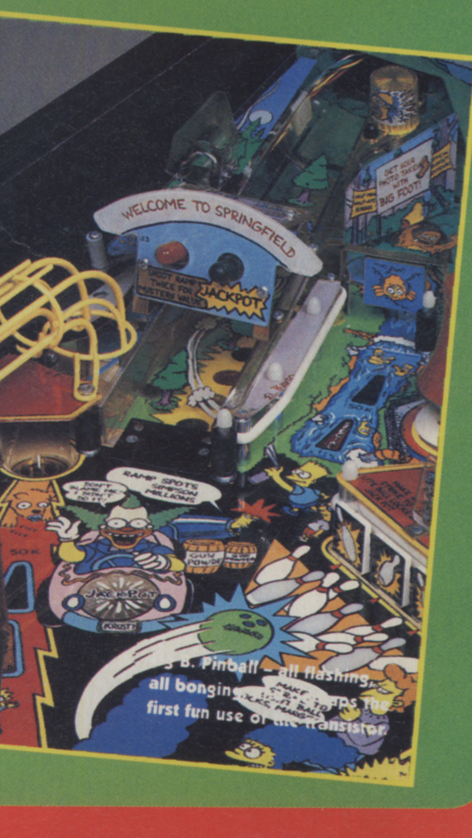


Fig B. Pinball – all flashing, all bonging, perhaps the first fun use of the transistor.

Pinball Illusions – Dreams with less tables and more colours.

my hands during the last week of AP12 and promptly causing unheard-of tension in the idyllic AP office as work (specifically, mine) ground to a complete halt for three days in the face of four fantastic flipping-festivals full of shiny-sphere shenanigans. *("Tables" – Ed.)* Evil emperor Matt unwittingly sowed the seeds of his own destruction when he amended my 91% mark to 87% on the grounds that "It's just a pinball game", an error of judgement that led to his being ridiculed at every turn with jeering cries of "But *Populous 2* – it's just a god sim" and "*The Addams Family*, Matt – just a licensed platform game, surely?" from the entire team, a situation that made his position as Editor untenable within just two short months.
But anyway…

KNOWLEDGE OF BEAUTY

What Matt wasn't to know, of course, was that *Pinball Dreams* wasn't some one-off fluke, but the game that would open the floodgates. ("A game which will never really age… you'll be playing this for years to come" – me, being RIGHT, you BASTARDS, in the *Dreams* review. Like ALWAYS.)

In time it would be followed by *Pinball Fantasies*, *Pinball Illusions*, *Pinball Magic* again (on budget), *Pinball Wizard*, *Ultimate Pinball Quest*, *Soccer Pinball*, *Thomas The Tank Engine Pinball*, *Pinball Mania* and Lord knows how many others. And yet, have any of them added anything new to the equation? Are any of them actually any better than *Pinball Dreams*? Would you, in fact, be just as well buying a cheap old copy of that and sticking with it, perhaps sellotaping some coloured film over your monitor screen now and again to create the illusion of novelty? And in case you'd been wondering where all this was going, that's what I'm here to ponder.

LISTEN TO THIS

Because it seems to me that practically every pinball game since *Pinball Dreams* has taken something away from the formula rather than added to it. In much the same way that all team sports invented after football are necessarily inferior to it, because football took all the best rules and ideas and the only way to make a new game different is to use less-good and discarded ones, subsequent pinball games have avoided being Exactly The Same As *Pinball Dreams* (hence risking potential legal unpleasantness) by being Nearly The Same But Not Quite As Good. Prove it?

Gladly. *Pinball Fantasies* is *Pinball Dreams* without the consistency of design (two of the tables are completely great, but the other two are limp and uninspiring). *Ultimate Pinball Quest* is *Pinball Dreams*, but without the excitement (the ball trundles around for days on end without ever hitting anything). *Pinball Wizard* is *Pinball Dreams*, but without being anything like pinball. *Soccer Pinball* is just a silly idea. *Thomas The Tank Engine Pinball* is *Pinball Dreams* without the outlanes (doh!). *Pinball Mania* is *Pinball Dreams*, but without not being written by complete morons. And *Pinball Illusions* is, of course, *Pinball Dreams* without one of the tables. And without 50% of Amiga owners being able to play it.

> **"Festivals full of shiny-spheres."**

THE HISTORY OF PINBALL – BUT ON A COMPUTER

First (in 1982, in fact) there was *Pinball Construction Kit* on the Apple 2 (Fig A). Then there was another one of it. Then there were several more, but (in keeping with our theme of computer pinball growing less as time passes) none of them had construction kits, which is a shame, as pinball construction kits are completely fantastic. Except (in both the 'having a construction set' sense and the 'being fantastic' sense) for *Virtual Pinball* on the Mega Drive, which was foolishly terrible in every aspect of its existence.

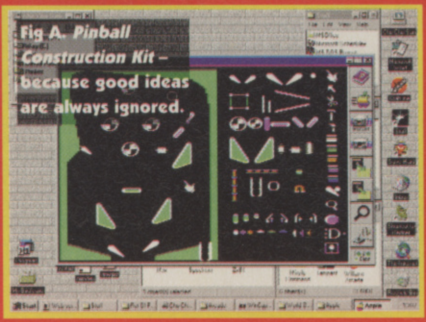


Fig A. Pinball Construction Kit – because good ideas are always ignored.

06700
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Fig B. Virtual Pinball – a good enough reason not to buy a Mega Drive.

THE HISTORY OF PINBALL – BUT ON THE AMIGA

With Uncle Joe Stalin

First there was *Pinball Dreams* (Fig A). And that was it.

Fig A. The Amiga's pinball history starts and ends here.

SEXY GIRL
987700
987700
00
Arcade tables, we can but assume, are designed by men for an overwhelmingly male market.

ONE OF THOSE THINGS

Lately things have improved a bit, with *Obsession* ("Hey! Where's the 'Pinball'?" – Alan Hansen) and *Pinball Prelude* ("Phew." – Jimmy Hill) taking, for the first time, a bit of an innovative approach to the genre, adding ideas that don't or can't be seen on real pintables (surely one of the best reasons for doing a computer pinball game in the first place, and the mark of some of the best games on the consoles, like *Dragon's Fury* and *Psycho Pinball* on the Mega Drive and the already-lost and completely stark-raving Japanese Playstation classic *Fantastic Pinball*). But both are flawed (*Obsession* by seeming to lose heart halfway through the design and *Prelude* by failing to follow some of its better ideas through properly), and there's yet to be a really good Amiga pinball game that's not just a straight simulation. Former AP stalwart and outspoken computer pinball critic Steve Fara-Arooga! (or something) suspects it may always be thus.

"While there's actually no inherent reason why Amiga pinball should be so dull, I think the main problem is an enduring one, namely that pinball games are generally just programmers having a *("Tanky tank" – Ed)* in public. They tend to get very excited about precisely recreating the physical world (Insert Official AP Slogan 72 – "If You Want Realism, Try Reality"), and are hence stuck in a bit of a rut when it comes to demonstrating any real originality of table or game design."

And why *do* they always put 'Pinball' in the title? I mean, you never see anyone releasing *R-Type Shoot-'Em-Up*, or *Super Mario Platform Game 4*, do you? Do they think we're useless, cretinous morons who don't know what a pinball game looks like, or what?

"Yes."

> **"Soccer Pinball is just a silly idea"**

THE WALTZ

But hey, Steve likes RPGs, what would he know about anything? Personally, I don't have a problem with straight pinball emulation in computer games - in fact, I'd really like to see some actual tables being licensed for conversion. In the license-obsessed world we inhabit, I'm surprised it hasn't happened more already – top pintables are very popular and well-recognised among gameplayers, there's nothing technically difficult about the conversion (indeed, two .of the tables in *Pinball Dreams* were poorly-disguised clones of arcade machines of the time), and it might help to get pinball games out of the glass-ceilinged niche market they're currently imprisoned in (*Dreams* and *Fantasies* are the only two to ever enjoy notable sales success, and even that was nothing like on a par with other classic titles like *Sensible Soccer* or *Championship Manager*) and up to the level of mass-market appeal they deserve. That said, there's a prominent place for weirdo freaky computer pinball too, as *Fantastic Pinball* (think *Parodius*, but about pinball) clearly shows. One of the great things about computers is their versatility, so why is everyone seemingly content to churn out second-rate rehashes of *Pinball Dreams* (itself just a first-rate rehash of some arcade machines) when they could be innovating and trailblazing and making huge pots of cash? What are they, stupid or something? Or what?

It's Thomas the Tank Engine, it's pinball. It's...

LOCK
TRIP
TV
CAR
JACK POT
COLLECT PRIZE
SPIN WHEEL
CASH X5
1 BILLION
PLANE

And we never mentioned the obsession with really BIG points.

THIS IS WHAT SHE'S LIKE (INSTRUMENTAL)

Pinball on the Amiga, then. There's a lot of it about, but as a great man once said, "one of our games is both the same". Still, it's one of the most enduring genres around, which is handy given the wait between decent new titles these days. But all the same, it'd be nice if someone could come up with a genuinely innovative pinball-based game that actually needs an Amiga to do it and isn't just a faded 2D Xerox of someone else's idea. While there's still time.

●***STUART CAMPBELL***

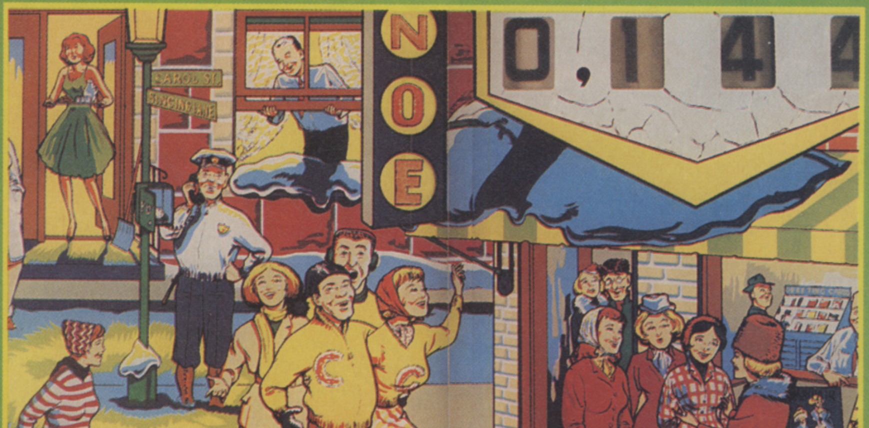
THE HISTORY OF THE "IT'S X! IT'S Y! IT'S X AND Y! IT'S XY!" JOKE – BUT ON AP

(What, you want another 12 pages? I don't think so. – Ed.)

THE HISTORY OF PINBALL – BUT ON CANOE SQUAD

Modern pinball, like most other things in life, revolves mainly around Officially Licensed Product™. Normally we consider this the PLAYTHING OF THE PROUD LORD OF LIES, but even our scarred and weary hearts would find room to make an exception if we ever saw one of these for real. It's the Canoe Squad pinball machine, Canoe Christmas (Gottlieb 1976) – based around the show's feature-length 1975 Christmas special of the same title, in which the gang come home for the holidays and Harry foils a robbery at the town record store by a Santa Claus impersonator. The machine was only ever released in Australasia and is now rarer than job offers round Jonathan Anderson's house. (Due to the special seasonal theme, only about 1500 of the machines were made). This frustratingly incomplete snap, from Keith Temple's 1991 book Pinball Art (H C Blossom Books), is the only picture of it we've ever seen, (in his text, Temple notes that "the artwork is typical of the rather outdated '60s American style still prevalent among pintables right up until the late '70s, and caused controversy among the show's fans", but otherwise tantalisingly fails to discuss the machine further) and if anyone knows where we could get our hands on an original table for the office, we're prepared to embezzle up to £800 out of Sue's art budget to buy it from you.

Really.



PD

Hello. I'm a PD game and, while I'm not particularly good, people buy me because I'm guaranteed to be cheap and cheerful all year round. Like my pal Dave Golder, who reviews members of my family here each month.

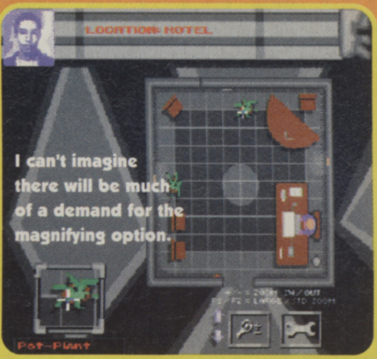
TOTAL SPECIES

OnLine PD

Asa Margetts is back, and the joke is wearing a bit thin now. I reviewed one of these games a couple of months back – it was an adventure, remember, which lasted about 10 minutes, before saying, "Well, what do you expect for PD?" Hoh, hoh, and indeed, where is my garroting wire?

Asa's latest wheeze is another adventure, this time with some very impressive presentation (great intro screen, choice of music) and, bizarrely, an overhead view plus a completely useless magnify function (hey, now you can see those blocky pixels even blockier than before).

And, surprise, surprise, it lasts about 10 minutes, then finishes and tells you, "Well, what do you expect for PD?" This is obviously some form of humour of which I had previously been unaware. ★

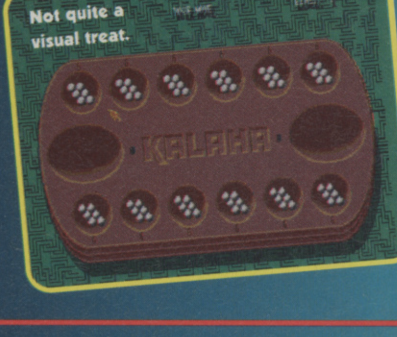


I can't imagine there will be much of a demand for the magnifying option.

KALAHA

OnLine PD

This is based on some ancient Japanese two-player strategy game involving beads and "wells". Who am I to argue with the ancient Japanese? They managed to invent a game that's survived the millennia so it must be good. I suppose (though I prefer Backgammon myself). But the Amiga presentation is undeniably dull – all muted greens, pinks and blues and a distinct lack of snazzy animation or sound effects. Get some marbles and a few Tupperware bowls instead. ★★



Not quite a visual treat.

RELIC OF DELDRONEYE II

F1 Software

The adventures of space adventurer and outlaw *Falcon* continue in PD's answer to *Monkey Island*.

Once again, it's an impressively massive game for the Domain, coming in at five disks – and not a "please send me £10/chocolate/fan mail/pictures of emaciated super models" in sight. This time Falcon, in his new appropriated space ship, gets caught in the tractor beam of some seemingly nasty, all powerful aliens, and has to find away to stop himself from being assimilated.

The controls have been improved and it's a complete mouse clicking experience. Verbs a-plenty are supplied in the control panel, so you'll be merrily trying everything from TALK TO and MOVE to USE PUNCH AND KICK ON every time you get stuck. Not that it happens very often as it's all pretty straightforward stuff – problems tend to come up in a pretty linear fashion. This does mean that you often get stuck in one particular location far too long, and stops you from the kind of investigative exploring that make adventures fun, but it's a fairly worthwhile effort, with some charmingly naive graphics. File under "adventures for beginners."

Oh, and the jokes haven't improved. ★★★

FANTASY FORCES

OnLine PD

Time to own up, I believe. I get paid as much to do these two PD pages as other reviewers get to do a two-page review. But they only get one game to play. I have to go through eight a month. Which, usually, is fine – most PD games take about 30 seconds to get the hang of. But then you get something like *Fantasy Forces*...

You already know you're in "is this worth the money?" problems as soon as you work out you've booted up a strategy game. They're always a bind; never easy to work out or play. And *Fantasy Forces* is like the distilled essence of every PD strategy game ever.

Designed for two to four players, it's a fantasy wargame loosely based on *Lords of Chaos*. Played on a grid much larger than the screen, and which only reveals itself fully as the game commences and the players move their armies around the play area, it requires the players to deploy, position, manoeuvre and generally command their troops, each player being allowed a certain number of "commands" per turn.

With two scenarios, eight supplied terrains (and the ability to create as many new maps as you like thanks to a map editor), dozens of character-types and a handy range of weapons this is a deeply cerebral game which I admit, I only had time to dip into. Admittedly some of the control systems are a bit tortuous, the scrolling and screen updates are clunky and the graphics far from inspiring, but the actual gameplay seems suitably meaty.

It's a shame there's no computer opponent, though. And no sound effects. Perhaps, like the writers of *Fever*, *Fantasy Forces'* creators should let someone else finish off the game. ★★★★

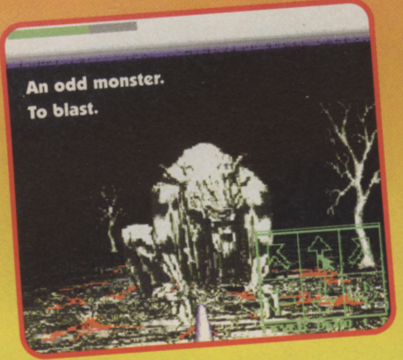
FEVER

OnLine PD
£3 fee for use of source code

Dungeon Master crossed with *Doom*? Sounds like a good idea, yeah? Well, the writers of this, um, game obviously thought so once, but apparently became rapidly bored with trying to bring it into reality.

And so, what we're left with is the bare bones of a game, and a note in the docs that if you want to buy the source code, feel free to carry on what they have abandoned. Let's hope somebody does, because what is here looks like it could be developed into something pretty impressive.

So, as you move around the dark and sparsely populated map one block at a time using the arrow icons, changing your weapon from a stick with a nail in it through various guns to a fully fledged laser, blasting away at the odd monster, you can't help wishing that someone would hurry up and finish the game. It'd make a change from *Black Dawn Part 234*. As it is, however, it's still more of a game than two thirds of the stuff I get sent. ★★★


An odd monster. To blast.

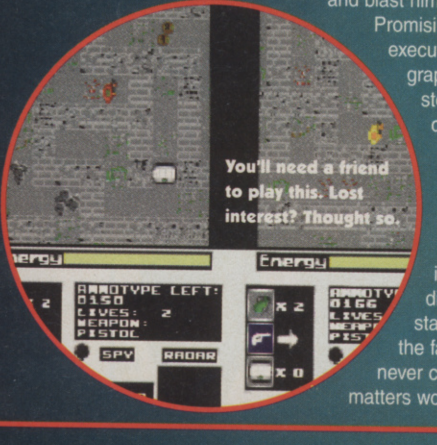
BRUTAL HOMICIDE

OnLine PD
Mailware

One of the clichés this column has managed to develop for its very own is the world weary admission that, although a game may be cack, "at least the two-player mode livens things up a bit." But here's proof that not all two-player games have some inherent "fun quotient".

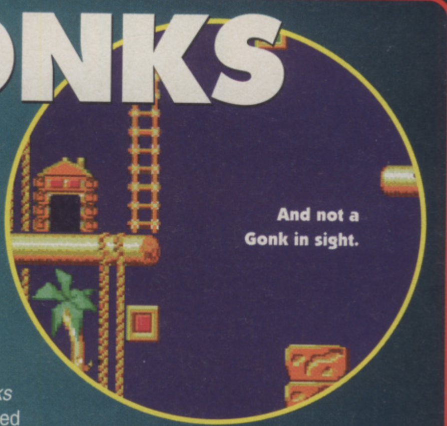
Brutal Homicide is a two-player only, split-screen, viewed-from-above shoot-'em-up. And it's dreadfully dull, despite an options screen that makes the flight deck of concorde look like a TV remote control. First the players choose their weapons then they get dumped in different parts of a maze, the aim being to locate the opponent and blast him to a bloody death.

Promising in theory, dire in execution. Lack-lustre graphics combined with stodgy controls (the characters only just fit into the corridors of the maze, so you have to line them up with ridiculous accuracy at junctions if you want to change direction) are a bad start. Slow scrolling and the fact that the gameplay never changes gear make matters worse. Yawn. ★


You'll need a friend to play this. Lost interest? Thought so.

GONKS

F1 Software
£4


And not a Gonk in sight.

Don't be fooled. Despite the first level of this potentially engrossing puzzly platformer being called EASY PEASOUP, *Gonks* has an appallingly pitched learning curve.

The idea is to arrange a number of blocks before the time runs out, so that when the *Gonk* makes a run for it he is guided safely to the exit. The catch is that the blocks carry on moving in one direction until they hit something. There are also special blocks, such as ladders and dynamite to spice things up a bit.

Hardly original, sure, but it has the makings of something interesting, almost PD's answer to *Lemmings* (the way the you can scroll around the play area – which is larger than the screen – is very reminiscent of the small blue rodents' game). But the first few levels are immediately taxing, so unless your imagination is immediately caught, it hardly seems worth the bother – it's too much effort with too little payback.

Shame, really, as it's all rather well put together otherwise. ★★★

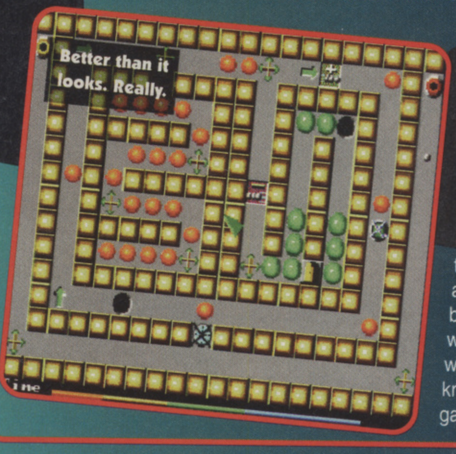
BALLOONACY

F1 Software
PD Demo

Action-packed puzzle games are where the public domain really comes into its own. Let's face it, games like *Q-Bert* and *Pipemania* would never get a commercial release on a 16-bit platform these days. But you get no end of them in PD, and a lot of them are very good. You wouldn't want to pay full price for them, but they're prime time-wasting material.

And *Balloonacy* is about as prime as they come. The basic idea is to get a ball from one point in a maze to another, destroying green and red balloons along the way. The thing is, you don't control the ball – it just bounces off other surfaces. Your task is to place angled surfaces in the ball's way to get it bouncing off in the right direction.

Mix in the usual bunch of power ups and bonuses – speed-ups, speed-downs, extra time, wall-busters, teleports, you know the sort of thing – and base it all around some fiendishly worked out levels (often, there one section on a level that can only be tackled in one way) and you've got what's technically known as, "a decent game". ★★★★★

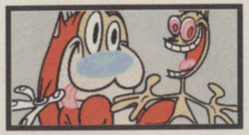

Better than it looks. Really.

WHERE? HOW MUCH?

F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU. Tel 01392 493580. E-mail steve@dcandy.demon.co.uk
On-Line PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX. Tel 01704 834335. BBS 01704 834583

POINTS OF VIEW

Where there is no trust there is no love. Trust us.

	 SLAMTILT	 WATCHTOWER	 PREMIER MANAGER 3 DELUXE	 SUPER STREET FIGHTER 2 TURBO	 FRIENDS	 TRAINSPOTTING	 REN & STIMPY
TIM NORRIS	Wizard ★★★★★	Inattentive ★★	Comprehensive ★★★★	Painful ★	Companionable ★★★★★	Harrowing ★★★★	Tiresome ★
MARTIN AXFORD	Loved it ★★★★★	Look out! ★★	Splendid ★★★★	Haven't played it	F-aniston-tastic ★★★★★	Gripping ★★★★★	I hate cartoons ★
CAM WINSTANLEY	Good, but still pinball ★★★★	Sort of fun. Almost ★★	Haven't played it	Certainly no *Shadow Fighter* ★	Queasily hyper-American ★★	Heroin addiction? Nein danke ★★★★★	I just... don't... see... ★
JONATHAN NASH	All bow ★★★★★	Thin ★★★	Haven't played it	*Streetfighter 2 Turbot,* more like ★	Haven't seen it	I expect I'll like it	The All New Pink Panther Show, more like ★
BOB PAISLEY	The boys done good ★★★★★	We can play better ★★★★★	The tactics were wrong ★★★★★	No comment ★★★★★	A vote of confidence you say? ★★★★★		Never saw it

ON SALE 25TH APRIL

NEXT MONTH

ENTER THE WORLD OF THE PARANORMAL

Next month's edition of AMIGA POWER will be something out of the ordinary as we investigate The World of the Strange and seek to uncover THE TRUTH. We should have *Championship Manager 2* for review but failing that, Electronic Boutique is just down the road. Zoiks.

AVERT A METEOR STRIKE

Only with your financial help can AMIGA POWER save the Earth.

A giant meteor the size of three-quarters of Hertfordshire and a small part of north London is heading for Earth. We must act quickly to prevent it smashing into the planet leaving a crater the size of, er, a large crater.

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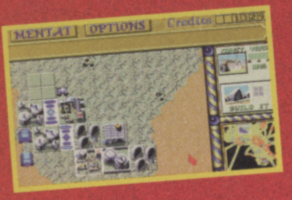
BUY SOME GAMES!

Our representatives have searched high and low for the best game deals.

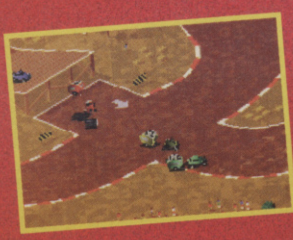
DUNE 2



"Listen Colonel," we snarled, "it's a hugely playable strategy wargame with real-time combat action. It's marvellous, now get out of the way, we've got a planet to save. Oh, and we gave it 91%," we added as we spun on our heels and returned to our computations.

That's 91%, score fans
£10.99 Order Code AP/D2/02

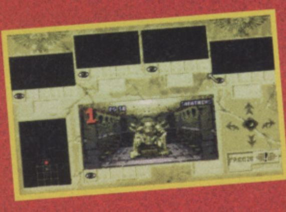
SUPER SKIDMARKS



"Dirt track racing action with cows is just about all we've got time to think about at the moment, Congressman," we snapped. "We gave it 86%. Look, we know your wife and daughter are in the skyscraper, but millions will die if we don't launch it into space to block the approaching meteor."

Remember, 86%
£15.99 Order Code AP/SS

SPACE HULK



"Atmospheric strategy combat in space?" we exclaimed, so loudly that everyone in the room to stopped and turned towards us. "That's brilliant. We couldn't possibly give it less than 76%. Now listen, we think we've got a plan..."

76% £10.59
Order Code AP/SH/02

BUY MAGAZINES NOW! AS WELL!

As Armageddon approaches we have been compelled to barricade the doors to our underground laboratories with all the available copies of issues 1-37 to prevent ingress by the angry mob without. Issues 38-59 will prove more than adequate as weapons when you rush to our aid. Though.

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COMPLETE CONTROL

I'm very much a negative spirit Vampire, feeding off your least positive, most destructive emotions. Aggression at a game, begets frustration, with envy of better gamers swallowing your good thoughts, and finally sheer, unremitting laziness leading to reading these pages. Which I write, while profitting from your turmoil. You are all my children. Nosferatu now: C-Monster.

WORMS

Team 17

Do you know that if you take certain genera of worms, and slice them vertically at one pole (that's "end" to *Championship Manager* fans) the cephaloid chum will grow an extra head, worryingly reminiscent of the Hydra myths of ancient Greece. It seems this is also true of *Worms* tips, for as soon as I chop one down with a bolt of pure Journalism, another grows to take its place. This month's is from the Scunthorpian arch-romantics Andrew Morris and Ryan Clackson.

"We've found three new levels with curiously different landscapes. To gain access to these you have to type in the words WORMS, OCEAN or TEAM 17 on the screen where you choose your level. If you've chosen WORMS or OCEAN you'll gain a level shaped like those words. However, if you have been foolhardy enough to choose the latter you'll gain a picture of the Six programming bods responsible for this sub-*Chaos* style wargame."

BLUE
27
DREDD
23

This isn't one of the extra levels which this month's tip bids you to discover.

8 PAGES OF PREMIUM PLAYING TIPS START HERE

AB3D. 44, 48-51
Cannon Fodder 53
Death Mask 45
Fears 44
Gloom. 44
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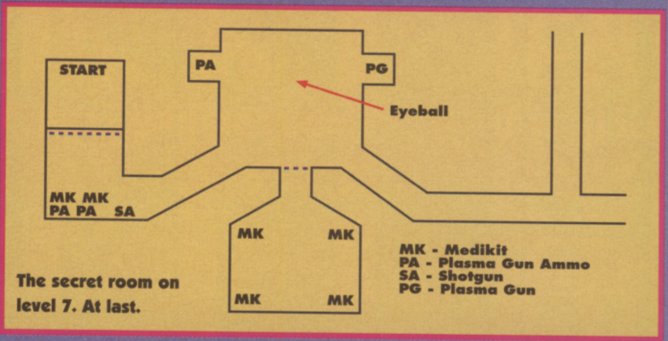


The secret room on level 7. At last.

ALIEN BREED 3D

Team 17

The camera makes a dramatic pan through the open window of a downtown Bath warehouse, ending up a few brief millimetres from world-famous Hint-monger C-Monster's obviously pained features. A shadow-wreathed figure speaks, each word causing the CM's layabout form to shudder. "It has come to our attention that you have failed us. We demanded complete mapping of all *Alien Breed 3D* levels," pausing briefly for dramatic effect, "AND ALL SECRET ROOMS." The student speaks hurriedly, "I did. I spent hours looking for them but..." The ebony clad man interuppts, "Then why am I holding this delightfully drawn map by Inverness's own Andrew Blair, revealing the location of a SECRET ROOM on level seven, eh?" C-Monster's blathering ceases immediately and he hangs his head in shame.

FEARS

BLAM! DOOSH! KAPOW!

Manyk

Approximately two weeks ago (as a prank) one of my delightful house-chums, in a completely overblown piece of revenge for a little water terrorism, peeled all the labels off my cans. Now every time I need something quick to eat I'm playing gastronomic Russian roulette, usually resorting to eating a can of kidney beans, rather than the baked ones I was hoping for. My only comfort is that I can come to my column, always sure to find Heinz, the red, fat, Dutch cat (see *Gloom* tips) waiting. With a *Fears* tip.

"Load up Weapon one to eighteen (probably with ammunition One). Now place your feet firmly on some lava. Thrust at help before you die. When you restart you will have gained the ability to top up your health and ammo by pressing help."

Anything else, My feline chum?

"I'll send a picture next time."

Oh no!

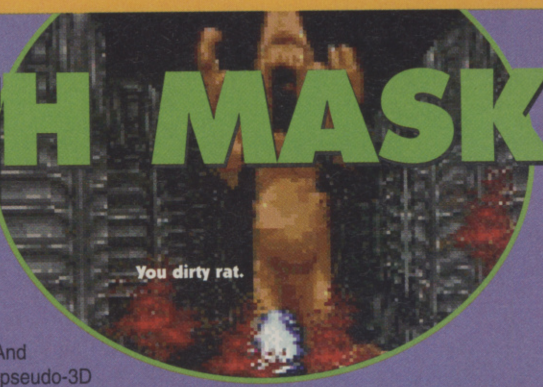
GLOOM

Black Magic

It's rather curious that I get a significant proportion of my mail from people of a foreign persuasion. What's even more disturbing is the proportion I get from members of completely different species. Kangaroos, Whales and Rabbits all manage to write to me. And now there's Heinz, who's not only named after a brand of baked beans, but also is a Dutch cat. Add to this the fact that he claims to be a red one. A red, fat cat. From Holland. Who plays *Gloom* enough to deliver this small cheat thing. Am the only one to come into a cold sweat at the very thought of his mentality?

"If you really can't get past the Space Hulk Levels in *Gloom*, then try this: Load up Disk one of Issue 52 and select *Gloom*. Place *Gloom* disk 2 in your second drive and press F for *Gloom*. It'll now load up, and you'll be able to play the first levels of *Gloom* with the cheats of the demo version. Now you can practice until your heart's content." But beware, this does not work in the Gothic Tombs. I just thought I'd save you the disappointment of finding out yourself.

DEATH MASK


You dirty rat.

Alternative

Software titles are a source of eternal confusion to me. When they're not dropping into random pseudo-fascist imperialist misogyny, they're just being obtuse. What could possibly be so morbid about a mask? And what's it got to do with running around pseudo-3D dungeons shooting rat things? And what about names for its sequels? How about *Death Flask – The Thermos of Doom*, or something? Anyway, here are the level codes for it, courtesy of Newport resident (and alleged neighbour of top-pop-punk band the 60ft Dolls) Dalie Lilygreen.

1) ENTRANCE NO CODE
2) ENGINE ROOM 52385
3) GENETICS LAB 22428
4) BRIEFING ROOM 84843
5) STORAGE ROOM 22087
6) TITAN NIGHT-CLUB 38641
7) PRISON ONE 06395
8) RESEARCH ROOM 33224
9) PENAL COLONY 25527
10) OFFICE 48962
11) WEAPON ROOM 65074
12) TRANSPORT BAY 62438
13) SECURITY ZONE ONE 28283
14) SECURITY ZONE TWO 85325
15) ALIEN SPACE CRUISER 10769
16) DEEP SPACE RESEARCH 25324
17) DILITHIUM REFINERY 43542
18) DARK CASTLE 62156
19) TRAINING GROUND ONE 84678
20) TRAINING GROUND TWO 57093
21) THE CAVERNS 29264
22) OUTPOST 2A 47446
23) THE ASYLUM 75330
24) DARK CASTLE CELLAR 82855

DON'T FORGET!

As your favourite Amiga gaming mag's paper-stock anorexia continues, perhaps it's interesting to note that anything you entrust the Royal Mail with, for delivery unto me, is likely to take up proportionally more room in AMIGA POWER than at any previous point in our star-specked history, making you a significantly more mighty being than all your precursors. So, for your extra-large cheesecake sized slice of Immortality, send absolutely anything to:

COMPLETE CONTROL
AMIGA POWER
30, Monmouth Street,
BATH BA1 2BW

or climb onto a BinaryScooter and pass the ElectroPizza of Tips to bs4kmg@bath.ac.uk

THE HITCHHIKER'S GUIDE TO THE GALAXY

Mastertronic

This is possibly one of the oldest games available for the Amiga, which leads me to question its appearance here. Every time I open my Complete Control mailbag a deluge of missives discussing the angst this ancient game causes seem to pop out. All of them usually written by regular tipster and part-time archangel, Blackpool's Craig Hesmondhalgh. None of this bothers me. Because what's best about his whole charade is that I know the rest of the team will be squirming as they attempt to find a screenshot of it. And even if they succeed, it's just going to be a page of text.

Anyway, here is (more or less) all you need to solve *Hitchhiker's Guide to the Galaxy*, in (more or less) the right order…

BULLDOZER: Lie down in front of it to stop it knocking your house down. Ignore Prosser's yelling as best you can and lie in wait for Ford Prefect to arrive.

PUB: Drink three pints of beer (NB: purely for social reasons) and buy a cheese sandwich.

DARKNESS: This continually pops up throughout the adventure. Type HEAR, SEE, FEEL, SMELL, TASTE. Finally re-enter the sense that is missing from the message. A new one will then appear.

BABEL FISH: Put your gown on the hook, and place the towel over the drain. Cover the panel with your satchel, before putting the mail from your house on top of it. Then press the button on the dispenser.

ATOMIC VECTOR PLOTTER: Press the switch next to the case and note down the message (don't forget it). Eventually the guards will take you to the Captain. Wait until he has read four lines of his 'poem' and then tell him you enjoy his poetry. He will then start the second verse. Swiftly note the word you require. Once back at the hold, enter TYPE followed by the required word in-between speech marks (","). Take the plotter.

IMPROBABILITY DRIVE: Go to it, LOOK and take all. Ignore all messages saying there's nothing there. THEY ARE LYING TO YOU.

TEA SUB, PLOTTER AND THE DRIVE: Press the Nutrimat's pad, and take the 'tea substitute'. INSERT the small plug on the drive into the small receptacle on the plotter. Put in the dangly bit in the cup containing the substitute tea, press the switch, and bingo!

BUGBLATTER BEAST: When it asks your name answer "Arthur" and head east. Put your towel over your head, thus confusing the beast into thinking it can't see you. Carve "Arthur" onto the stone and, thinking he's eaten you, old Buggy will proceed to sleep you off.

COUNTRY LANE: Give the towel to Arthur, who is lying down in the road. He will mistakenly refuse to take it. Go to Prosser and tell him to lie in the mud. Take Arthur to the pub and buy the peanuts and the beer. Encourage Arthur to "get his down him". Give the satchel to Fluff.

THE PARTY: Drink the wine (you should be *("Everything you've ever wished" – Ed)* by now) and open your handbag. Examine Arthur. There should be a piece of fluff on his jacket. Pull it off him and put it inside your handbag. Wait around for a bit, and an alien with two heads called Phil should take you for a ride.

SPEEDBOAT: Steer the boat towards the spire, get the tool-box, and examine the seat. Look under the cushion, and take the piece of fluff and the key. Go to the dais and Trillia should grab you. Tell the guard to drop their rifles, take the Trillian's Blaster and use it to shoot the rifle pile. Retreat to the heart of gold.

MICROSCOPIC SPACE FLEET: Pick up the awl and eavesdrop on the conversation. Once in the maze, keep going south until you reach the particle. This is "common sense". So take it.

REAL TEA: Go to the nutrimat and open the panel at the back. Get the board and insert the interface, then press the pad. When the nuclear attack starts DON'T PANIC. Insert the large plug into the large receptacle, press the generator switch. The nutrimat should now contain real "tea". Take "tea" and "no tea", return to the bridge, remove the dangly bit from the tea substitute, and place it in the tea.

WHALE: Get the flower pot, and plant each piece of fluff in it. Put the pot in the "Thing" your Aunty gave you, and place that in your pocket.

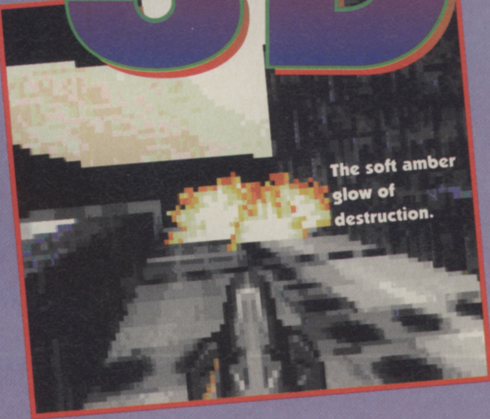
FLUFF TREE: Soon a small plant will be growing away in the pot. Enter the sauna with it, and it'll grow faster. Examine it and take the fruit. Eat it, for it is the fruit of foreknowledge. You will be told which tool Marvin needs to release the hatch. Make sure you have it or you won't be able to complete the game.

SCREENING DOOR: To open the door you have to remove common sense from the maze and be carrying "Tea" and "No Tea" simultaneously. Drink the tea *(Why? – CM)* or you'll die of depression, natch. *(Oh. – CM.)* Head back west. Ask Marvin to open the hatch.

HATCH: Drop all, except the tool you saw after devouring the fruit. Go east, down, east and then wait for Marvin to arrive. Give him the tool and he will happily open the hatch. Go west, then down to reach an ending.

The word anti-climax was really made for situations like this. But anyway. There you go. I hope it comes in handy, or I've completely wasted my time. *(And ours. – Ed.)*

ALIEN BREED 3D *Final Part*



The soft amber glow of destruction.

KEY TO MAPS:

― **Blue lines – partitions or structures within room**

┆ or ⋮ **Partitions or tunnels or drops from ledges**

▬ **Red bar on wall – switch**

■ **Red block – lift or platform or teleport pad**

| ― **Black lines – solid walls on partitions**

○ **A barrel**

△ **A fire-jet**

≡ **Stairwell, staircase**

B **...or other letter, door which opens with this letter key**

T/Tı **Teleport/Teleport out of map**

MK – Medikit
GL – Grenade Launcher
RL – Rocket Launcher
SA – Shotgun Ammo
GA – Grenades
SG – Shotgun
PG – Plasma Gun
CL – Pulse Rifle Gun
PA – Plasma Gun Ammo
RA – Rockets
YP, GP, RP, BP – Yellow, Green, Blue, Red Pass
(Where not written)

I used to like this game. Now I don't.

MONSTERS

I've received absolutely no mail asking why I named the bestial creatures after My (so called) Life characters. But I'm going to tell you anyway.

Rayanne: The way these Dog things wobble from side to side isy reminiscent of her alcoholic stages.

Danielle: Everyone ignores these lower-level humanoid shooters.

Ricky: Curiously observant sniper type, with disturbingly well applied eyeliner.

Brian Krakow: A giant brain thing, who's obviously infatuated with Angela.

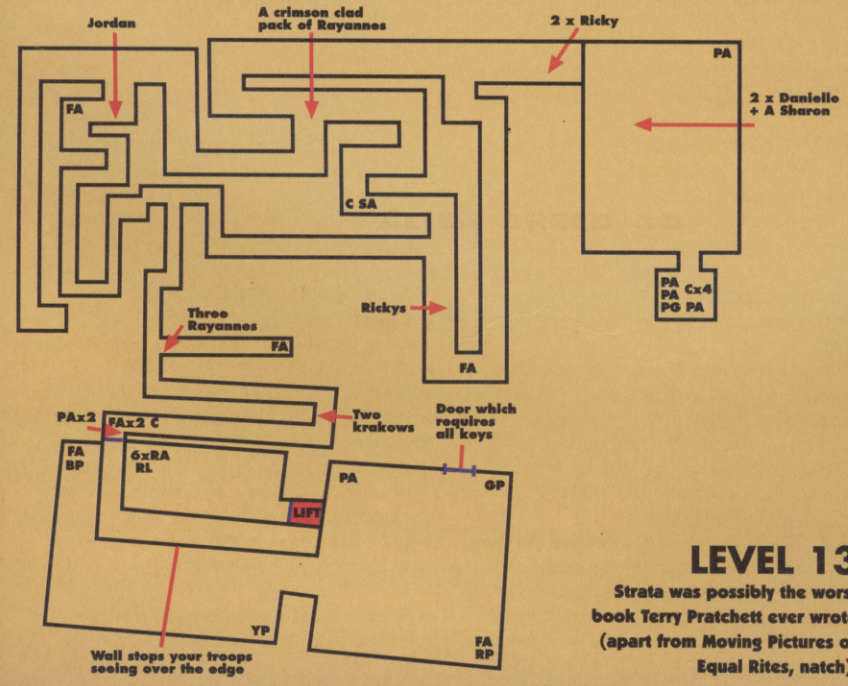
Jordan: Obnoxious mucus clad character, but curiously charismatic. Half a snake.

Sharon: She's constantly breeding.

Graham: Red guards who, given half a chance, would try to set up their own restaurant.

Patty: Evil mechanoid who throws grenades.

Angela: The alien queen is red, though I fear that Clare Danes is unable to fire a ridiculously powerful plasma cannon the moment she notices you and, unless some really clever camera work is involved, I'm pretty sure she's not forty feet tall. On the other hand, she'd have probably keeled over if she was hit by a rocket launcher nine or ten times.



LEVEL 13

Strata was possibly the worst book Terry Pratchett ever wrote (apart from Moving Pictures or Equal Rites, natch).

ZEN AND THE ART OF ALIEN BREED

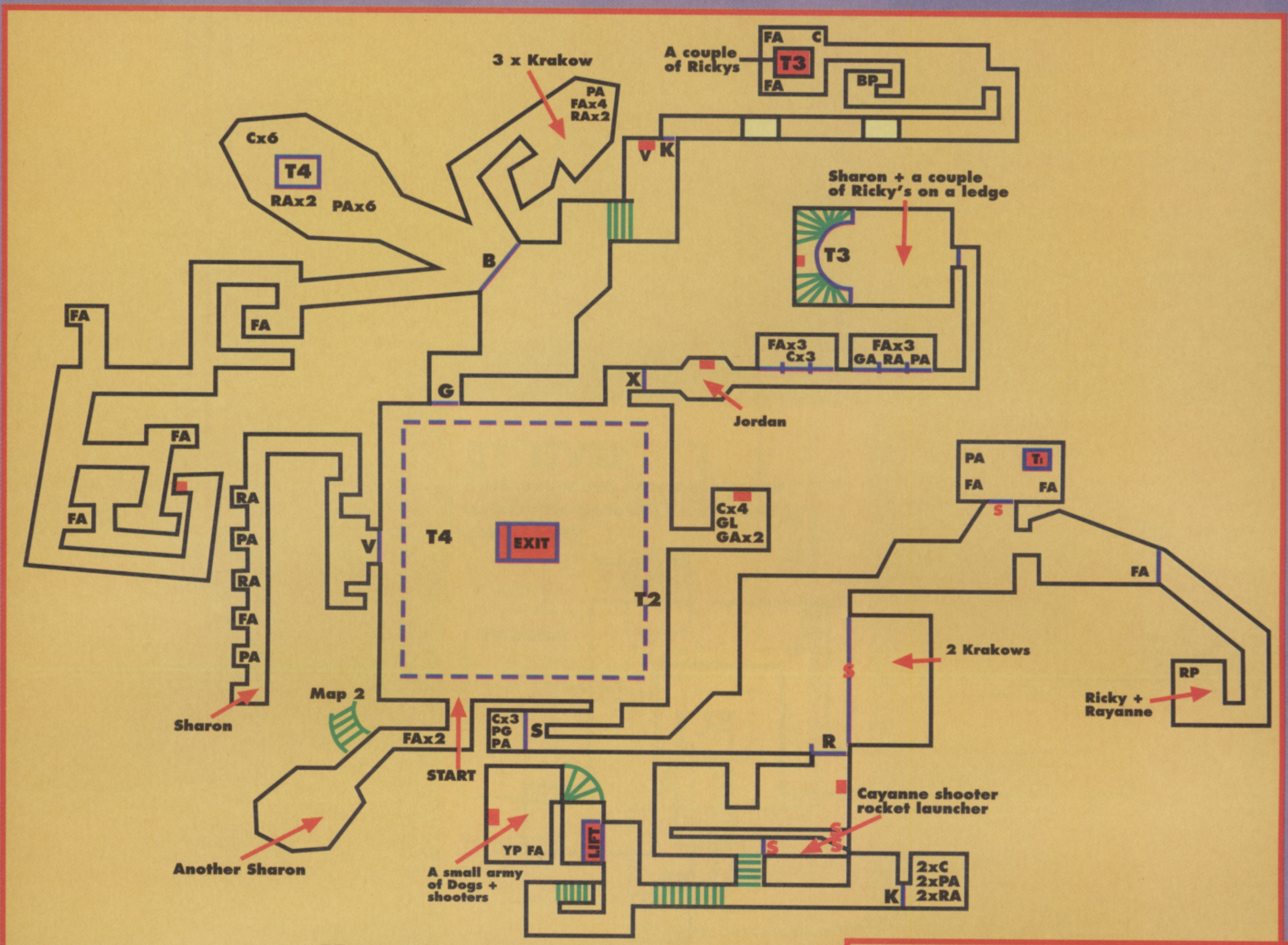
Some games actually possess a philosophy of their own, an underlying ethos which you can tap into to achieve success. *Gravity Power* and *Rainbow Islands* are good examples. *AB3D* doesn't possess this power, preferring to take the opposite approach by demanding that the players take on a certain mindset before they become truly successful.

The worst thing you can do is to enter a death-addled frenzy. While bloodlust might seem to be the right emotion to harness it just doesn't work. You need to be ridiculously calm and detached to triumph. *Breed* demands that you accept that life and death are equal. All that matters is that someone dies. Keep this thought and you'll progress well.

THE ART OF NOISE

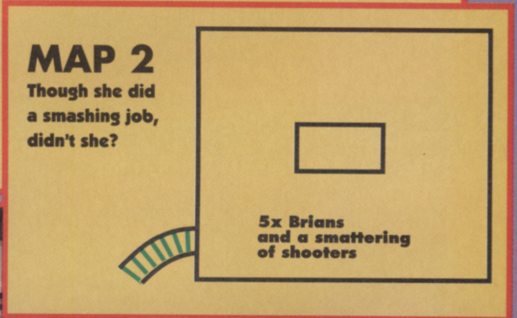
Musical accompaniment is also important to succeed at this high level. Anything which is powered by adrenaline should be left on the shelf, including anything resembling punk-pop, metal or harder techno. Calming and relaxing tunes can employed to keep your state of mind serene, such as late Beach Boys, early Burt Bacharach or Teenage Fanclub. Abba or other assorted disco combos are also powerful motivational tools. Overtly moody trip-hop can lead to too much tension building up and an unbalancing of your psyche – Tricky is the worst for

I can see his ileum from here.


3 x Krakow
PA
FAx4
RAx2
A couple of Rickys
FA
C
T3
FA
BP
V
K
Cx6
T4
RAx2
PAx6
Sharon + a couple of Ricky's on a ledge
T3
B
FA
FA
FAx3
Cx3
FAx3
GA RA PA
G
X
Jordan
FA
RA
PA
RA
FA
PA
FA
FA
V
T4
EXIT
Cx4
GL
GAx2
T2
PA
T1
FA
FA
S
FA
2 Krakows
S
RP
Ricky + Rayanne
Sharon
Map 2
FAx2
START
Cx3
PG
PA
S
R
Cayanne shooter rocket launcher
Another Sharon
YP FA
LIFT
A small army of Dogs + shooters
S
S
S
K
2xC
2xPA
2xRA
K Kneeling passageway
Air pocket
Upper level
S Secret
RA RA FAx3
T2 T1
PA PA

LEVEL 14

Can you imagine how long this map took to draw? I can't either, because Sue did it.


5x Brians and a smattering of shooters

MAP 2

Though she did a smashing job, didn't she?

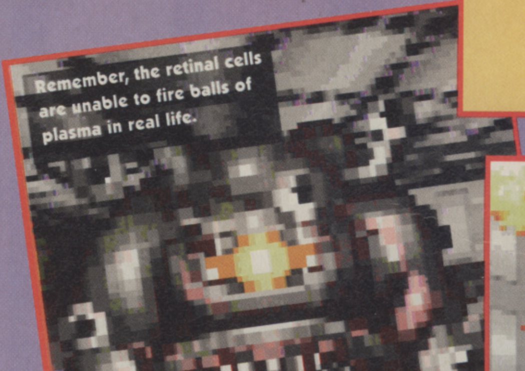
this uneasiness but then the Sabres of Paradise can perform similar mental tricks on you too. Go figure. I am serious about all this by the way.

LEVEL 13: STRATA

Level code: MDIGOEOLBBEEDNFB

After the nightmare of the pit, this is a relative stroll in the park. Grab the selection of power-ups, select shotgun then open the door. A Sharon is marauding in here, with a couple of Danielle chums. The former should be ignored, and the latter given a good pummelling as you run to the exit. Open this, dive through and dispatch the Rickys. The rest of the level is a maze, leading to health bonuses and ammo, the equivalent to what you've already used up to get to them. The map marks all treasure, so adventurous types should feel free to explore. Don't let the thought that you're wasting your time disuade you in any way. I'll escort the rest of you to the exit. Take your first left and follow the passage, taking care to fumigate the occasional Danielle who stumbles across your path. Once past the hair-pin, take the first left, fighting off the attention of a small pack of Rickys. Wander down the next left too, shooting more humanoid foes on the way (do I really need to say this now? I mean, if you've got this far surely you'll have the intuition to nuke anyone you meet? I mean it's not like any of you are thinking "Well maybe THIS one will be my best chum" (though it would make the game more philosophically interesting if it did. I digress)). The passages' kinked nature should be swiftly transversed. The first corridor on the left holds a pack of Rayannes who'll jump out and attempt to savage you. Foil this and take the chance to refill your energy with the Medikit they're guarding. Return to your journey down the main corridor. At the next hair-pin you'll be attacked by a brace of Krakows, which you can dispatch with plasma or rockets, depending on how extravagant you're feeling. Head ever onwards, and open the door. It might be a good idea to leave the health here for a little while. Trust me, I'm a biologist (this is the chat-up line of champions).

Anyway, you'll find yourself on a high walled gantry above a arena just brimming with monsters. Take time to dispatch the couple of Krakows who'll attack you, then use as many grenades as ➤


Remember, the retinal cells are unable to fire balls of plasma in real life.

Have you ever seen the Vietnam footage of the monk who immolated himself? Set himself on fire. Mad.

you feel like to thin out your opposition, before returning to those medikits and topping up that health bar. Now for one of those horrible running about and screaming bits. Activate the lift, then step off – this will allow you to drop in and make a running start towards the yellow key. Make sure you actually pick up each key, as you'll feel a bit of a clot if you don't. Skirt the arena wall until you reach the blue pass.

Clutch the health and head as swiftly as you can to the red pass on the far side of the arena, before turning around to find the green one by the final door. Which you can open. So do it then, fella.

LEVEL 14: REACTOR CORE

Level Code: MOKGPJPLIFGEIMHKJ

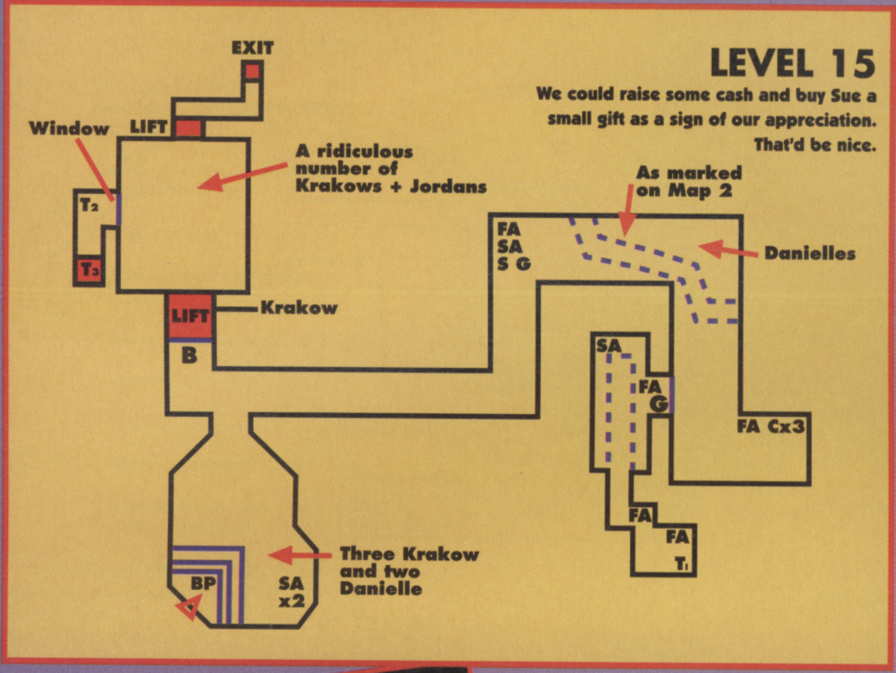
A fairly well designed level, which is quite tricky at the start but gets easier as you progress. Go figure. As you enter the level ignore the incoming Krakows and set your sights on the Sharon in the room behind you. It's worth killing her, as she's a complete sitting duck where plasma or rocket fire is concerned. A small enclave makes a spiffing piece of cover. Now open the door and head down to the arena floor itself. Annihilate your ground-based opposition from the stairwell, before returning to the higher ledge to let the airborne Krakows incur your wrath.

The level is now basically a search for buttons to press, each one raising another segment of the land bridge to the exit. Start by taking the middle right exit, where you should find a friendly looking button to depress (have I got time for a joke about The Smiths? No). Now wander over to the bottom right exit. Follow the passage round (noting the secret door you pass) until you reach the main room which is infested with Grahams. This also contains a secret door (marked on the map) containing first aid and two nefarious Krakows. Return to this room when you actually require a bit of relaxation. Head to door X, open it and follow this round until you see the Red pass, which should swiftly be thrust into your pockets (after its protectors are vanquished, natch). Set your sights on the red door.

Press the button on the left and follow the series of rooms, until the staircase into the water is reached: there is a secret door, but it's easier to clear out its occupants if you enter from the other direction. Turn left at the bottom, shoot the sniper and consider crawling through the underwater passage to reach the power-ups. Now take the right fork, stomping on a Rayanne on the way. The only thing stopping another key falling into your hands is a room packed with Danielles only. A kind of Blitzkrieg charge thing was quite effective for me here. I'd recommend you do likewise.

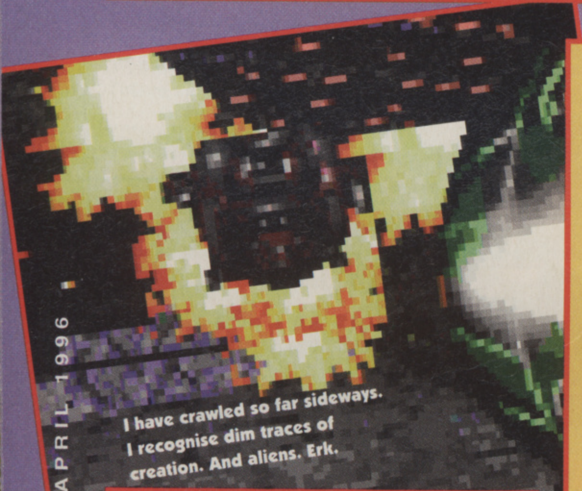
Head to the yellow door, dispose of the Jordan (slamming hard on the button as you pass the steaming corpse) and speed off into the main chamber, containing a Sharon and a few of her chums. Treat them with icy disdain and just press the remaining button before bidding them adieu. The green pass is in the side-chambers to the corridor which Jordan was vaporised in.

Open the green door, head past the blue door and through the kneeling passageway (though the button on the way should be tapped as you progress past it). Follow this until you reach a large chamber, the left exit leading to the blue key and the right to a handy teleporter (which dumps you in the room you left the raging Sharon in). Make your way back to the blue door, open it and vaporise the Krakows. The right and centre pathways here are pointless, merely head left and follow the health packed maze until the final button is reached. Press it, and you can head for

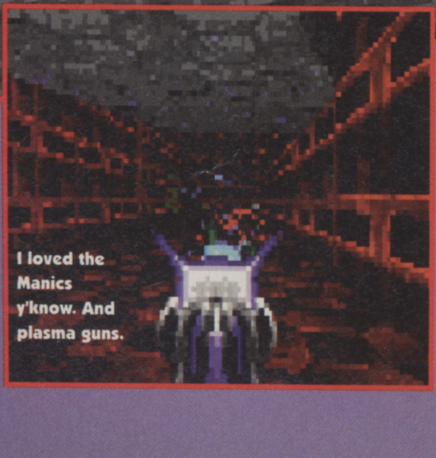


LEVEL 15

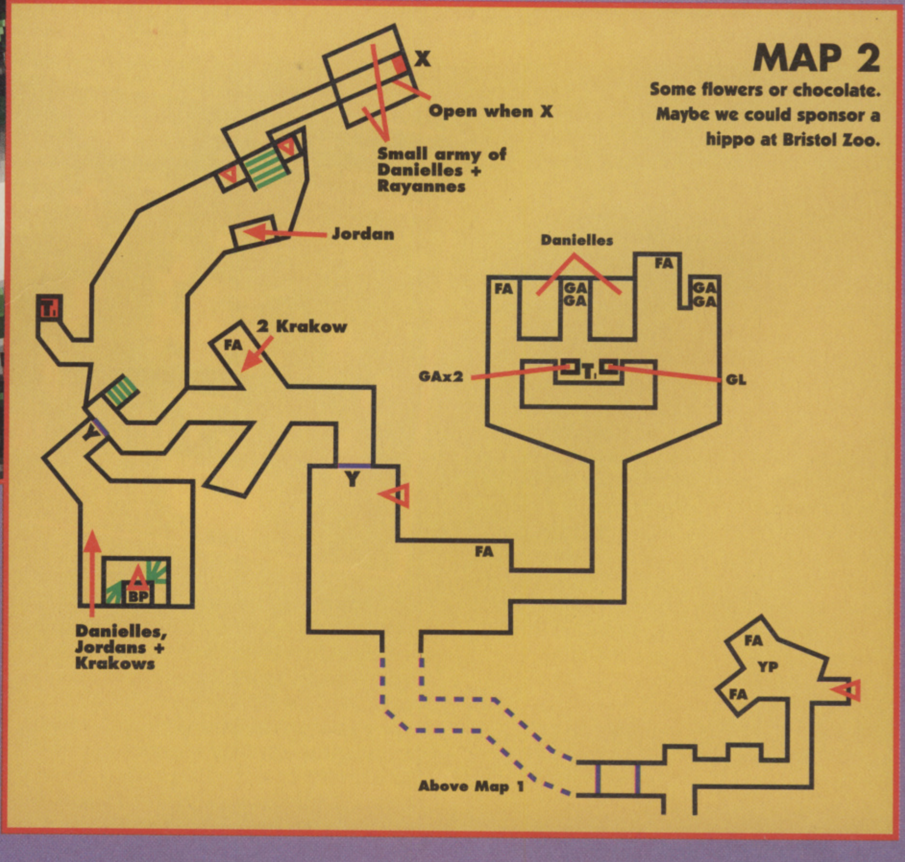
We could raise some cash and buy Sue a small gift as a sign of our appreciation. That'd be nice.



I have crawled so far sideways. I recognise dim traces of creation. And aliens. Erk.

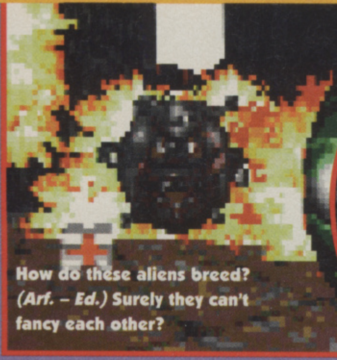


I loved the Manics y'know. And plasma guns.



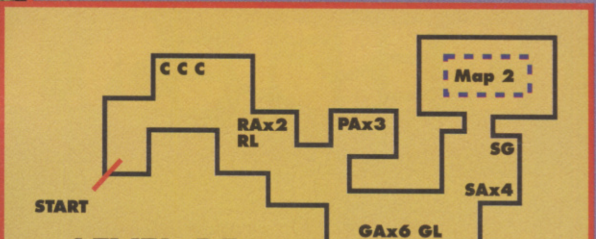
MAP 2

Some flowers or chocolate. Maybe we could sponsor a hippo at Bristol Zoo.



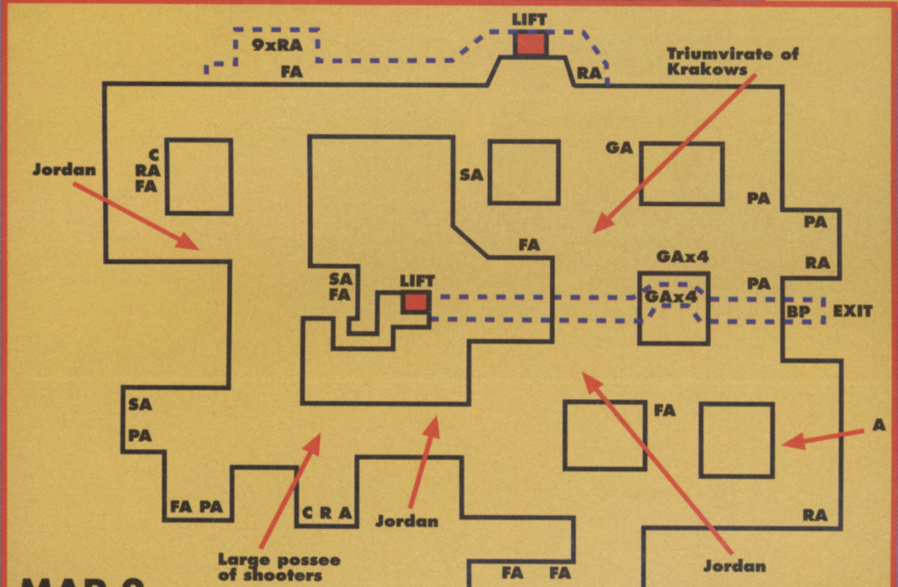
How do these aliens breed? *(Arf. – Ed.)* Surely they can't fancy each other?

I thought Clare Danes was crap in Little Women.



LEVEL 15

On the other hand *everyone* was crap in Little Women. Anyway, this is a map. Of a level. The fifteenth.



MAP 2

Talking of presents, if anyone has a brass sextant then I want to buy it. For my Dad. He's fifty.

the exit. (The leftmost door from the chamber is pretty ineffectual too, as its just got a few pieces of ammunition). You know what? I've had about five hours sleep in the last three days. Geesh.

LEVEL 15: COOLING TOWER

Level Code: LLKOPHPPDDNNBNOC

This is evil in the same way 'the pit' was nasty, based around a final room which you have to spend ages throwing grenades into (a trick used four times during the game, fact fans). Basically, save as much health and as many grenades as possible. Start off by following the passage round, enjoying brief plasma duels with the Rickys who obstruct you. The second door on your left leads to a nice big chamber where a married pair of Brians (and child) have invited the Danielle couple from down the street for tea.

Destroy this scene of domestic bliss in whatever way you feel capable of, and clutch at the green key. Head back to the appropriate door (which, curiously enough, has no green markings), and exterminate the lurking Grahams by judicious use of the side-step function. Jump into the central trench and head towards the teleporter. Hop on, then immediately take cover behind the two pillars. By using sneaky oblique shots you may disable your opponents, though be wary of the incoming Rayannes. Drag your bleeding corpse towards the one exit, which is guarded by a brace of Jordans. Squeeze past these fellows, and you'll find yourself in a scarlet room. Take the exit on the left , and you'll arrive at a point above the corridor you started in. Nip across this unsteady walkway and open the door.

Time your passage through the firejets (the first being particularly tricky, so much so it's far too risky to attempt to hop in quickly to grab the health. You'll just be chargrilled). Cleanse the next room of opponents, by 'taking' it repeatedly. Slap yourself thoroughly on the back. The yellow pass is yours.

Now perambulate back to the amber hued door, throw it open and follow that cute looking ninety degree bend. You'll enter a harsh face off situation with a couple of Krakows. Use a little reason *(But watch out for the glass harpoon. – Complicated Snow Crash reference Ed)* and skip along until you find yourself overlooking a large swimming pool, which you can have a little paddle in, before running as fast as you can past the Jordan and on through the flame-wreathed doorway. Charge to the end of the passage, press the button, then scarper back the way you came, taking care to avoid the Rickys and Rayannes who have been released. Go to door X, which can be flung open to reveal a room packed with Krakows and Danielles. A touch of hit and run tactics should be enough to ensure a victory, especially against the Jordan, who'll remain immobile on his pillar for quite a while. Get the green pass, then head to the side-tunnel from the swimming pool, grab as many grenades as you can carry, then jump on the teleporter.

From now on there's very little skill involved in whether you complete this or not. You're in a small chamber with a window overlooking the final room. This is packed full of various opponents, including about ten Jordans. However, the window is placed in such a way that prevents you from seeing where the slug-types are, or how many are left. You'll know if you are successful when you've entered it.

Maximise your chances by using a kind of depth charge tactic. Fire one grenade and, if you hear an anguished screech, follow it by firing a quick burst. Slowly sweep the room with this process, using the window frame to rebound grenades onto the near side of the pit. When you've exhausted your grenade supply, hop onto the teleporter and leg it back to the blue door on ground level. (If you've left a pile of grenades on the level somewhere it might be worth getting them and returning to the window box room for another go.)

Open the blue door, expose the Krakow to the fury of a man wronged, activate the lift and then step back. Breathe deeply three times then throw yourself into the abyss. You must quickly evaluate the situation. If there are only a few left then it might be worth engaging in a swift battle. If there are too many to handle, then run to the other side of the arena, activate the lift and sprint away. The elevator will start to ascend the moment it hits the floor so, in-between dodging Jordan-fire, you have to time the moment to jump onto the lift perfectly. If you make it, kneel down and move to the farside to minimise your hit-profile, or something. The level is yours. My hearty congratulations to the chef.

LEVEL 16: COMMAND CENTRE

Level Code: OHCEKKPPFKFFBJEM

I had a Action Force command station when I was young, y'know. Start by wandering through the first rooms, grabbing goodies like an armoured Supermarket Sweep contestant, before throwing yourself down the well. It's probably better if I provided general tactical help here, rather than a dodgy step-by-step guide. Firstly, conserve health -- the four packs in the cave which you start in make a good reservoir. This is also a good place to retreat to if you lose sight of Angela in the final battle. Start by taking out the bottom right quarter, moving forward slowly and covering your flanks. Now move up, keeping your back to the right hand side of the arena. This limits the directions you can be attacked in, as well as keeping you close to some health. Use the elevator to reach some more rockets, though don't spend any time standing around up there, as you'll be in clear sight of Angela. Next you should return to the bottom left hand area, via the area where you started.

Do all this and the deathmaiden Angela should still be relaxing in the middle left of the arena. Use guerrilla style tactics to ensure victory, hitting her with a couple of missiles then evacuating. The moment you see her plasma cannon surround itself in incandescent blue light, promptly leave. One direct hit and you're a statistic.

Now get the blue key. Cross the skytop bridge, and finish the game only to discover that Team 17, the muddy funsters that they are, have failed to include even a 'Well done' screen. Cheers then, you childish hatemongers.

One final tip? Buy Bis's "Secret Vampire Soundtrack EP". It's better than toffos.

- *C-MONSTER*

INSEMINATED?

Then you need...

THE LAST RESORT

with C-Monster

It takes guts, at the best of times, to admit you're a bit crap. What then, must it take to tell fellow AP readers? A pancreas, perhaps?

It has been said that men (on average) are less likely to admit anything is wrong, and talk about their problems. This column could be seen as evidence that this is false, as my mailbag is full of letters from men with problems. About computer games. But I believe the situation is more sinister and that you, our readers, are writing in code form. By complaining about *Monkey Island* you're actually expressing concern that your lover is planning to leave you for the milkman, and questions about *Eye of the Beholder* are actually signs of an ingrained Oedipus complex. Aren't you? Go figure.

MONKEY ISLAND

Q "How do I get the banana picker from the cannibals?"

Matthew Taylor, Lincoln

A I'll assume you've already tried to pick it up and leave via the prised board in the hut's floor. You should also have fired a rock at the banana tree to gain another couple of fruits. If you haven't then you can accomplish this by pulling the old native art as far left as possible, pushing three times in the direction of the banana tree, heading up to the top of the footholds, then right. Use the spy glass then push the rock, which will fly off into the ether, and cause minor defolige of the tree.

Now go to the jungle and wander up to the monkey. Give him all your bananas, then head to the clearing with the fence. Pull the nose on the left totem pole, then back away. The monkey will now hold the lever for you, allowing you access to the previously unreachable inner area. Quickly congratulate yourself, then grab the pathetic looking idol and return to your boat.

LOOSE ENDS

THERE COMES A TIME WHEN EVEN MIGHTY BEINGS HAVE DIFFICULTIES WITH CERTAIN GAMES. THEREFORE, I CAST THESE QUERIES BEFORE THE AP READERSHIP. SOLVE THEM AND THEN SHARE IN OUR GLORY.

Q "Does anyone know a cheat which allows access to the mirage in that fabulous game FRONTIER?"

Brian Hunter, Gourock

Q "I understand I require a bronze spoked wheel and an eel head to progress in INDIANA JONES AND THE FATE OF ATLANTIS. I'm aware that it's located in the room with robot parts but can't find either item anywhere. I can imagine I might find them in one of the three rooms which I'm unable to enter as their entrances are blocked. In short, help!"

Mark Russel, Buckingham

Q "It would appear that I am unable to find the priest in DREAMWEB. As one might expect, this is most irritating. Advice, if you would. Please."

Molten Bolivian Pudding, Bury

Q "HELP ME! I'm stuck on KING'S QUEST III. I've waited until the wizard has left the house and gathered a whole heap of ingredients and tools. I've found the key, had the wand come into my possession, chanced upon the secret lab and finally left the house. I know I must transmute the wizard into a cat but I can't afford the fish oil in the shop, or find the mandrake root powder. What is it that I have to do?"

Phospo-tolerance Blundell, Southport

Q "Can anyone explain in REALLY simple language how to edit teams using the SWOS team editor on AP's coverdisk? I just can't handle it."

Paul Hawkins, Bristol

Q "In FUTURE WARS how do I get past the Beast in the sewers? All I have is a gas capsule and some documents."

Annastasia Royal, a.royal@ic.ac.uk

Q "In POLICE QUEST I just can't get out of jail and could, therefore, do with some assistance. For which I'd be eternally grateful to you."

David McConway, Glasgow

Q "After winning the 1st division Championship three times on SUPER LEAGUE MANAGER on my A1200, I was told to ring 0181 424 2010 to become national team manager, but I don't seem to be able to ring it. Is there anyone who knows how to help me?"

Robert Pipe, London

Q "In GOBLIINS 2 I'm in the scene with Kael the tree. I have the honey and awoken the nymph, who's now perched on a branch. However, I don't know how to give her the said Bees-product."

David McConway, Glasgow

Q "Is there anyone who is able to give me a helping hand in FUTURE WARS? How do you get out of the office where you enter the building?"

Graham Masters, Dublin

CASES CLOSED

IF THESE PEOPLE WERE FOOD THEY WOULD BE A THICK STRAWBERRY MILKSHAKE. OR TOFFOS.

SUPERFROG

Q The tender and vulnerable Frogspawn-boy Steve Ryatt was stuck on the penultimate level of Team 17's amphibian platformer. Fully grown Toad (but a nice one) Katy Dean helps him with his door/switch based problem, and clears the way for a terrestrial existence.

A "Ignore the way the door 4 switch stays red. Just hit it and run. Collect a set of wings and make your way through the level until you you reach the long row of spikes – don't let yourself get killed or you'll lose the wings. Jump over the spikes using the wings and from there you will reach a column which you drop down to get to the exit. After that comes the final confrontation with the witch."
Kathy Dean, Bolton

SHADOW FIGHTER

Q Antibiotic Lawerence (of Switzerland) wanted a few top combos for this dark-hued beat-'em-up. Luke Sykes of Hull is proud of the fact that he doesn't know any either, but offers something else instead, in the hope that his tips might just manage to increase Ant's gaming pleasure anyway.

A "If you want to be Pupazz go to the option screen and type in PARAPONZIPOPO. If the Shadow Fighter himself tickles your fancy type in MBARIVIDISOCCAFFARIMBARI to have a go with the chap. (Though if you actually want to be either of these people in real life, I've got the number of a good shrink. Sick fiend."
Luke Sykes, Hull

CANNON FODDER 2

Q The dispossessed hordes of sensibilites wander in the desert of *Cannon Fodder 2*, unable to find their way out. They cry with voices hoarse from the sandy wind for a saviour and prophet to guide them from this foul place. And then, with weak (yet powerful) steps comes the John the Baptist of Amiga Games, the ragged John Shephard. He speaks in a voice of a thousand hearty men.

A "Anyone who is stuck on *Cannon Fodder 2* can send me a Blank disk and a SAE to my address and will receive, in return, a disk with every single level code on it. My address is 5A Rufford Road, Edwinstowe, Nottinghamshire, NG21 9HY."
John Shepherd, Edwinstowe

A swift trip to the cannibal's village is in order now. Inform them that you'll give them anything they want, then hand them the idol. Enter the hut for guests and take the banana picker. Herman Toothrot will arrive and swap the picker for the monkey's head key.

INTERNATIONAL KARATE PLUS

Q "Are there any cheats for this top ageing beat-'em-up"
Richard Clumsy Hepburn, Aberdeen

A If your pyjama-clad battles are starting to get slightly too hard then merely start the game as usual, swallow your pride and allow yourself to get knocked down, then press the space bar, followed by the joystick button, to make you invincible. And don't forget that by swiftly depressing the T key it will separate all your opponents from their trousers. Boshing.

FIRE AND ICE

Q "How about *Fire and Ice*?"
Richard C Hepburn, Aberdeen.

A It's unconfirmed but, apparently, if you type in COOL followed by return you'll gain an infinite number of lives. This may be a cruel hoax, so don't blame me if it doesn't work.

CANNON FODDER

Q "On mission nineteen I am unable to grasp what is going on. I just can't outwit my foes. How do you slaughter three unmissable tanks and doors with just eight missiles and twelve bombs? Does anything lie beyond the door? Help!"
Dalie Lilygreen, Newport

A To complete mission nineteen you need three men, so if any are drilled by enemy fire just press escape. Head up to the building at the top and leave two men. Sprint off to the pile of junk, where you should lob a grenade over it to kill the jeep, before running away. Fail and your lightly armoured foe will turn you into high grade fertiliser.

Head to the rightmost wall, avoiding the helicopter's grenades. Eventually it'll grow tired of missing you, and go and land towards the bottom right of the level. Hug the right side of the screen, so avoiding the turret (rocket him), then return to the nearby pad and stand on it.

Now we turn our attention back to the other two chaps. Place your sturdy boots upon the nearby pad, and move the remaining man to the bottom left side of the screen, via the central building. Dance nimbly between the incoming turret fire and you should be able to hop onto the final pad, summoning a helicopter. A quick re-creation of the best scene in Apocalypse Now should allow you complete the level with ease.

However I believe you're actually stuck on mission 18, phase 5. Merely leap into the jeep and lure the tanks down to the bottom of the screen. Now you must speed off to the top left hand corner of the map and park outside the first troop door. Rocket the door to the right, then take out the blast door that's behind that, revealing a missile-firing helicopter. By raining incandescent napalm upon all your foes, victory will be both sudden and sweet.

ANOTHER WORLD

Q "How do you rearm your gun on the first level? I can't get started."
Revlon Gyroscope Clapton, Market Harborough

A In *Another World* you just don't have your sidearm on level one. It comes into your possession in the second instalment where you can simply recharge it by going to the bottom level of the lift and shoot the hypnotically flashing light.

However, if you mean how do you complete the first level, swim up out of the pool, and left into the room of horrible little roach things. Kick them, but watch out for the ones which drop from the ceiling. Carry on right and squelch the bug thing. When you encounter the pseudo-lion thing you should sprint away from it (using the leaping gait). When you reach the vine fling yourself towards it. You'll land behind the lion, so sprint back the way you came. The rest will come naturally.

YET ANOTHER MONKEY ISLAND QUESTION

Q "I'm stuck on *Monkey Island II* at the point where a bird has stolen a map piece from my clutches. Guybrush won't go near it and though I've searched the land for wise men, none will answer me. Can you?"
Paul Mayhew, Harwich

A Sure can fella. Return to Governess Marley's Mansion, where you should pick up the dog (I trust you now recall his map-detecting ability which foiled you before). Return to the tree, and use this Canine chum upon the pile of Cartographical material to obtain the desired map piece.

MORTAL KOMBAT

Q "Please, please, please can you tell me the fatalities for Scorpion, Raiden, Sonya and Johnny Cage in *Mortal Kombat*? Sorry, but I missed AP35."
Daniel O'Brian, London

A Your youthful exuberance is truly a credit to your species, Daniel. For Scorpion, position yourself a couple of inches away (obviously your character, not yourself: If you do that you'll be far too close to the TV set) and move your joystick down, down and fire. Radian's is towards, away, away, away and then fire, making sure to position yourself fairly close. Sonya's kiss of death is towards, away, away and fire. Finally Johnny Cage's finishing thing is towards, towards and once more towards, and fire. And to make perfect cheese on toast take some toasted bread, cover in fat-based foodstuff and place in the microwave for forty-five seconds. Yum.

In the middle of this marrow chilling weather remember me, crouched over my battered A1200 busily compiling this column as my fingers throb in agony, every button I press an ordeal endured for you. The least you could do is send me a letter, eh? Relight the furnace in my heart and write to:

The Last Resort
AMIGA POWER
30, Monmouth Street
BATH
BA1 2BW

or send a lovebomb to
bs4kmg@bath.ac.uk

DO THE write thing

We continue to gaze in awe at your penned submissions, but cannot fail to notice that the same names crop up time and time again. Assume a pseudonym. It will please us.

● Address your letters to:
Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Or 'netsurf' us at: ampower@futurenet.co.uk.

"RESIDENTS OF KANSAS"

Ola AP,

How are you? I am… oh, no! I'm at it again.

But anyway. I am "THE TOMINATOR", and I bring you information, theories and such.

First, aliens. As you will be well aware, the aliens seem to have a habit of abducting people and mucking up corn fields. Most sightings appear to have been in Kansas, in the USA. *(Yes, thanks, we know where Kansas is. We went to university – it's the first thing they teach you. – Ed.)* Now, one theory exists stating that the aliens are looking for intelligent life. If this is true, why visit America or, more importantly, Kansas? I mean, the residents of Kansas are not world renowned for abnormally high intelligence. Come on, the most famous thing to come out of Kansas is The Wizard Of Oz. This leads me to the only possible conclusion: Kansas is the aliens' playground. It's true. My mate Shifty Eddie says so and he's one of 'them'.

Ho-hum – on to another subject.

I bet you all think that comics are awful. You're probably right. However, you should have a look at Azrael, by DC Comics – it's rather good.

I'll be back.

Love, Luck and Lollipops

The Tominator, Clwyd

PS Hey, Cam! My auntie's driven a Chieftain Tank. Beat that!

Watch out for the AMIGA POWER Guide To Aliens, UFOs And Invaders From Mars next month. Or maybe the month after.

"ME THE WAY"

Dear AP,

It's really beginning to irritate me. The way people keep writing 'SE7EN', instead of 'Seven'. It's just not on.

Duncan Timiney, email

Zucchini?

Don't start. Just don't start. All right?

"LIBRARY THEN"

Dear AP

This is just a line to say 'thank you' for the thoroughly splendid issue 58, the coverdisks of which have brought joy and happiness to a small part of the Somerset community. *Super Foul Egg* has created even more of a stir than *Gravity Power*, and has given rise to a brand new collection of screen-related screamings, from the jolly, "Consider yourself egged!" to the positively worrying, "Don't you dare lay your Foul Eggs in my throat!" The only problem comes when I try getting my friends, who came round three days ago, to stop playing the thing. Would it be possible to enclose a miniature crowbar with issue 61? I could use it to pry their fingers off the joypads.

Until a week ago, the library at my old secondary school was called "The Library". Then they replaced the Archimedes with a PC CD-ROM and it became a Learning Resource Centre. Aaargggh!

Matthew Smith, Somerset

"FEET BUT WHAT"

Dear AP,

The Paradox Of Buttered Cats.

This question was posed to me the other day: If you drop a buttered piece of bread, it will fall on the floor butter-side down. If a cat is dropped from a window or other high and towering place, it will land on its feet. But what if you attach a buttered piece of bread, butter-side up to a cat's back and toss them both out the window? Will the cat land on its feet? Or will the butter splat on the ground?

And in response, thus spoke I:

Even if you are too lazy to do the experiment yourself you should be able to deduce the obvious result. The laws of butterology demand that the butter must hit the ground, and the equally strict laws of feline aerodynamics demand that the cat can not smash its furry back. If the combined construct were to land, nature would have no way to resolve this paradox. Therefore it simply does not fall.

That's right, you clever mortal (well, as clever as a mortal can get), you have discovered the secret of antigravity! A buttered cat will, when released, quickly move to a height where the forces

UNREASONABLE PREJUDICE winner

"ORDER THE WAY"

G'day AP,

After many years of painstaking research (I have been conducting a crucial investigation), the time has now come to reveal to YOU, THE WORLD, the seven most annoying things in the universe. I will now list them in no particular order:

1. The way MacDonald's insist on calling their chips 'fries'. While everyone else calls them chips. *(Except in America. Where MacDonald's come from. Where they call them 'fries'. – Ed.)*

2. Playing a 20-lap race of *Skidmarks 2* and crashing on the last corner after leading for the whole race, thereby losing to your less-talented friend. *(So that's, "being beaten fair and square by your friend who managed to retain control of their car while you, rash and over-confident, did not". – Ed.)*

3. People who ask, "Are you all right?" a few moments after you have broken your leg in five places. *(Or "People who express concern about your well-being and who, being without medical training or expensive diagnostic equipment, are unable intantly to assess the extent of your injuries and are forced to make a simple, friendly, enquiry". – Ed.)*

4. Waiting for an obscure relative to arrive at the airport and they're always the last ones out of Customs. *(Like you had something better to do. – Ed.)*

5. People who take your photo and ask you to hold a particular pose for five minutes. *("People who are so worried about making you look good in photographs that they take time and trouble to get the picture just right." – Ed.)*

6. *("Another Amiga magazine. But we don't make derogatory comments about other magazines. And you know that. Stupid." – Ed.)*

7. The French. *(A whole nation? Annoying? Now you're just being silly. – Ed.)*

Before I depart, I should just like to say, "Strewth, Bonzer, Cobber, Fosters, Home And Away, Rolf Harris, Hooroo!"

Ben 'Wild Boy' Riley, Australia

DO THE write thing

of cat-twisting and butter repulsion are in equilibrium. This equilibrium point can be modified by scraping off some of the butter (providing lift) or removing some of the cat's limbs (allowing descent).

Most of the civilized species of the Universe already use this principle to drive their ships while within a planetary system. The loud humming heard by most sighters of UFOs is, in fact, the purring of several hundred tabbies. The one obvious danger is that if the cats manage to eat the bread off their backs they will instantly plummet. Of course, the cats will land on their feet, but this usually doesn't do them much good, since immediately after they make their graceful landing several tons of red-hot starship and pissed-off aliens crash on top of them.

Cheers!
Anthony Lewis, email

Lord save us.

"DDDDD"

Dear AP
Where was the Our Brilliant Year feature in AP57? Was it left out due to 'space restrictions'? Or was it omitted deliberately – considering that it'd be pretty sarcastic to call '95 a brilliant year for the Amiga? *(Actually, we forgot. Sorry. – Ed.)*

Oh yeah, and on the month I was going to send off for some back issues your 'evil paymasters' just had to see fit to run out of the copies I wanted.
Someone, Reading
PS Continue work on the Four Cyclists' Guide To The Apocalypse. Make it eight pages long and ensure it's hilarious. Just like the rest of the mag.

"RELATIVE PAH"

Dear Do
"A True Friend"? "Trusted Relative"? Pah! Get outta here.
Your Sinclairly (Aha!),
Brett Davids, Loughborough

"QUESTION FOR MIGHTY"

Dear AP,
Thank you for answering my question.

For mighty and terrible beings you're a bunch of sweeties really aren't you?
Flossie, email

"QUESTIONING HELP YOU ARE"

Hello You,
I finally got round to emailing the president of the USA. It was just an informal salutation. I received an automated reply basically saying that the president cannot read every letter he is sent, and employs a 'Director of Presidential email' to sift through all the crap he gets.

I now get the horrible paranoid feeling that the CIA is going to bang down my door at the dead of night and smuggle me away for questioning. Help.

You are right about smileys inviting death. I can see President Clinton now, emailing his Russian or Middle-Eastern counterpart, and attempting to put a smiley at the end of his composition. See now as he fails to press the shift key, and ends up with a rather horrified looking ;0 instead of a :). Thus a jokey, sarcastic letter appears to be a maledictive statement. World War III commences.
Duncan Timiney, email

Worse even than people who use smileys are those who insist on calling them 'emote icons'. They know who they are and THEY SHALL PERISH.

"SOFA? NO"

Dear AP,
How are you chaps? Staples getting you down? Well don't worry, I've got something to cheer you all up considerably.

Do you remember your old extra-terrestrial pal? Your Prod Ed from 1993 who looked a bit like the English bloke from Hitch-Hikers' Guide To The Galaxy? *(The TV version? They were all English. Apart from Sandra Dickinson. – Ed.)*

Do you remember? Do you? Do you remember DAVE GREEN?

I bet you're wondering where he is right now!

Is he behind you? No!

Is he down the back of the sofa? No!

Could he possibly be trying to break Jacquie Spanton out of the Betty Ford Clinic? Nnnnnnnnnn… o!

DAVE GREEN, damn his eyes (in a kind of nice, but not sexually orientated way), is writing for…The Guardian.

Sort of.

Tucked away, in between the 'Soul Mates' section and Saturday's TV variations is a poetic piece of literature entitled Tapehead, by a certain Dave Green.

I'd better go, nostalgia brings out my haemorrhoids.
Alex Luka, West Yorkshire

We know. He also helped us out with our Canoe Squad stuff this month.

"LIED I GOT"

Lo,
All right, I said I wasn't going to buy AP anymore cos of the price. I lied. I got stuck at a station so need some light relief. Damn. And *Pinball Prelude* is quite good as well. Double damn.
Sassen Frassen Amiga Power.
Paul Ledbury, email

"RADLEYS PAH"

Dear Wimps,
The Boo Radleys? Pah.

I shot man in Reno, JUST TO WATCH HIM DIE.
Yours in black,
Johnny Cash, Blackpool

"TO END MY"

Dear AMIGA POWER,
May I be the first to end my letter with 'Yours Sincerely'?
Yours Sincerely,
James Caygill, Northampton

"1*1 PIXEL GRAPHICS"

Dear AP,
Did you know that the sequel to *Alien Breed 3D* is compatible on ALL Amigas? OCS and ECS machines (A500s & A600s) need an '020 processer (sic), whereas A1200s and better can display 1*1 pixel graphics modes (full screen) if they use an '030 and have some Fast RAM.
Cheers,
Michael Fraser, email

Your point being...?

"STRAINED SCREEN I DO"

Oiga! Poder Amiga,
I read your glory every month. It is a definite GOOD, VERY GOOD thing. I laugh at the funny parts, but must now weep openly.

I point out scores. I feel your reviewing system is a TOOL OF THE DEVIL HIMSELF. I hear voices asking me why. I answer thusly:

Dave Golder gives 59% to *Extreme Racing*. NOT RIGHT.

Jonathan Davies gives 60% to *Worms*. MOST OUT OF SYNC.

Why so low?

Worms is a good game. Or is it? Or is IT? *("Or IS it?" – Ed.)* OR IS IT? No, it is not good, IT IS THE GOD OF ADDICTIVITY.

Extreme Racing is good. No. It is fantastic. IT IS THE RULER OF EIGHT-PLAYER FUN. Even on the UNEXPANDED A1200 WITH A TEA-STRAINED SCREEN.

I do think the two aforementioned sad reviewers should (in the words of Stuart Campbell) SHUT UP!

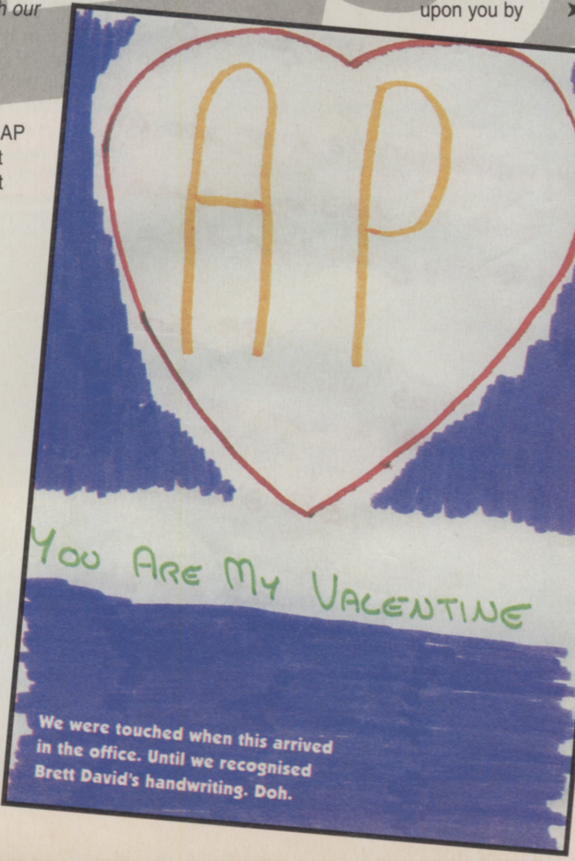
I, like Stu, care about THE TRUTH. Now you see my point, Golder and Davies are LYING, so SHUT UP.
Michael Price, Darlington

Well, that seems to have pretty comprehensively libelled Dave and Jonathan. You shall no doubt be hearing from their solicitors in due course.

"THE JOURNALISM NO OTHER"

Dear AP,
It's appalling to see the latest indignity forced upon you by

➤



We were touched when this arrived in the office. Until we recognised Brett David's handwriting. Doh.

your faceless corporate paymasters. Staples! Argh!

How could they do this? How can they let so mighty an institution, as our revered AP, degenerate into a limp pamphlet, a shadow of its former self? I went into WHSmith's to buy AP today and a couple of people ahead of me at the magazine rack saw AP in its new form; one of them said, "My God, it's changed beyond recognition!" and they left. Without buying AP. I think this demonstrates (a) that AP readers command exceptionally good diction even in emergencies, and (b) that the new format is a BAD THING.

This is very painful for me; I read AP not merely to find out about games but also for the sheer quality of the journalism. No other magazine commands the same amount of talent as AP, so when the SINISTER MEGA-GLOBAL CORPORATION finally closes you down your loyal readers will be cast forth into a bleak and cheerless world bereft of intelligent comment on the world of computer games.

Full marks, however, for not giving way to despair, and continuing to maintain your high standards even as your domain erodes around you. The latest AP is as good as ever; bitingly satirical news and reviews, the bizarrely pointless, yet somehow entertaining, concept of Dead Magazine, and a Hoi Ho Hupla! course that Princess Di has probably already signed up for. The magazine remains peerless, but the AGENTS OF DEMOGORGON that control our destinies are content to see it slump into oblivion in a painfully slow but inexorable loss of pages and readers.

An atrocity is being committed before our very eyes, but we are powerless to act. A typical situation of the world today. I'm very depressed.

Yours in horrified sympathy,

Stephen W (Abstractor of the Quintessence), email

"HORAY SIC"

Dear AP,

That's J for Jobless HAHAHAHAHAHAHAHAHA-HAHAHAHAHAHAHAHAHAHAHAHAHA! and HORAY! (sic)

David Heffron – Merchant Adventurer, email

"HAPPEN I KNOW"

Hello AMIGA POWER,

I have been waiting all week (as I regularly do) for the new AMIGA POWER to come in to our local John Menzies. Imagine my surprise, nay, horror, when I discovered that it had turned into a flimsy 66 page leaflet with staples instead of a spine. I thought you weren't going to let that happen. I know it's not your fault, but I cannot decide whether or not to spend £4.50 on such a small mag. I mean, are your employers, like, the STUPIDEST PEOPLE IN THE UNIVERSE?

I work in a computer shop, and our supplier (Auntie Margaret from Leisuresoft – Hi Margaret!) says that the Amiga stuff is picking up. So WHY is your magazine being quietly killed off? If the worst comes to the worst, then drop one or both of the coverdisks, and get me a BIG FAT MAG TO READ.

If you haven't stuff to fill the mag, then fill it with your usual waffle. I mean, forget half page reviews, give us huge in-depth reviews. Please understand, I'm not getting onto you, but just giving a bit of friendly advice. And I reiterate – I understand that it's not your fault, but rather your employers' (gits that they are).

Your loving bloke,

Rory Sinclair, email

"DEPT IT'S KIND"

Dear everyone who works at AMIGA POWER, the magazine which no longer can slip unnoticed through a metal detector,

This is your original work experience lackey here, just in case you hadn't guessed. I'm using a very nice email system on my Mum's computer in the University of the West of England, Bristol (Teacher Training dept). It's kind of cool this email thing.

This morning, my brother walked past my bed in the early hours, anxious to see ENGLAND HUMILIATED in a game hardly worthy of a mention, when, "CRASH!" went my tea.

"[Expletive deleted]," said my brother, David.

I sat up, expecting to see a soggy carpet. But all I saw was a soggy AP. My complete collection of AP magazines, now ruined by this month's addition being soaked in tea. When you turn one page, you turn ten. It smells of tea, AS WELL IT MIGHT, but the worst thing is that – as previously would not have happened – the staples began to rust.

Yours,

James "Work experience lackey who's as guilty as the man behind the grassy knoll" Attwood, email

PS Staples??

PPS *Zool 2* T-Shirt? It's been a year and a half.

"NOT PREGNANT BOTH"

Dear AP,

I am beginning to suspect that Sue Huntley is not, in fact, a true Art person for your magazine. She has been on your staff for some time now and still is not pregnant. Both Sally Meddings and Sarah Shirley-Price left because they had buns in the oven. *(We should point out that six other designers (two of them men) have left the mag to date, and none of them was pregnant. – Ed.)*

You could do an article on the arty types' sprogs, perhaps informing us as to their first words, or even how old they were where when their first tooth came through. You could even use some developmental photos to show us how they're doing. Indeed, you could whisk Sal back from retirement for 'one last job' getting her to review parenthood, tell us which brand of baby is the best and whether you get more enjoyment from a boy or a girl. *(Sadly, as the mother of two girls, she wouldn't know. – Ed.)* Perhaps you could do 'work in progress' reports on any prospective future kids which either of these past true arty types may be planning on having. THE NATION MUST KNOW!

Stephen Neary, email

"LINE A BOTTOM"

Dear AP,

AMIGA POWER is too young to die.

Over the last year or so I have grown attached to it (AP, that is) and I don't know what I'd do without it. Apart from the fact that there is no other truthful magazine, AP gives me something to do with my time.

I wish everyone would SHUT UP about AP turning into YS. I have seen no decrease in the quality of AP's writing.

As for the size, well, a more serious tactic is required for this. First you should introduce other things – like music. You could do reviews on music, with all the AP people writing a line – a Bottom Line, in fact – about whether it is bearable or not. And I also want to know what good programmes are on TV. That would take up at least 20 pages. If

POLAR BEAR DENIAL winner

"MY HANDWRITING BUT THE FACT"

Hi there!

I'm used to having my name spelt wrong, but never quite like this. I suppose it was my handwriting, but the fact remains that my name is KATRINE. However, I suppose you already knew this.

By the way, if this letter gets printed I'd just like to say hi to... ***(Snip. What do you think this is, local radio? – Ed.)***

And just a reminder – there are NO POLAR BEARS IN NORWAY.

Katrine and Berta, Norway

Well, no, they're all on holiday.

NORWAY On summer holiday

Geesh, you guys are a wheeze.

DO THE write thing

you don't, it might mean death for AP.
I will never leave AP.
Yours faithfully,
Felix Shardlow, Cheshire

Thanks for your continued support. If we had a competitions budget we'd make sure you got subscriptions to the NME and Radio Times which should solve your other problems.

"WHATEVER LET'S JUST"

Dear AP,
I have just come across one of those newly-coined phrases that always get invented when the people involved run out of ideas. It is 'cyberskiver' and is descriptive of one who shirks his duties in the workplace to play computer games, most usually a *Doom* variant which involves half the office population gathering around the monitor to kill each other in a deathmatch game. The idea, apparently, is that anyone who comes under the term can be ridiculed, taunted and/or made redundant by their EVIL CORPORATE PAYMASTERS, or whatever. Let's just hope your bosses don't get wind of this as it could make your jobs considerably more difficult. Particularly when you're required to play Marathon against the guys at Acid. For example.
Yours,
Matthew Smith, Somerset

"THANK YOU VERY MUCH"

Dear AP,
I've just read the review of *World Golf* in AP59. A bit disappointing and I suppose you're thinking I've written to shout at you/throw myself about a bit, or whatever. Not me. That's your opinion so keep to it. However, I felt several comments, with regard to the game and Apex Systems, were unjustified:
1. How dare you accuse me of "working under the "PC-induced title" of Apex Systems? I have never had, and never would, have anything to do with PCs thank you very much.
2. To quote your words again, "*World Golf* is a plethora of good ideas cobbled together by what one imagines to be one bloke, in his shed, using his little brother's upgraded A500".

This statement was partially correct in that *World Golf* was indeed put together by one bloke. Me. I don't own a shed, an upgraded A500 or have a little brother. I have a big brother, a small computer room and a 4Mb A1200. So there.
3. No computer controlled players? What do you think all those names on the leaderboard are? My bloody Christmas card list? How would you like computerised players to present themselves? By leaping out of the screen and slapping you repeatedly about the face?
4. "There is no indication to the lie of the green, other than some light green arrows randomly spread in the guise of a pretty pattern…". Did it not occur to you that those little green arrows are used to indicate the contours of the green?
5. You also stated that there was no crowd. Not graphically there isn't, but there is sampled cheering when you finally get the ball into the hole. Please listen more carefully in future or crank up the volume on your monitor.
6. *World Golf* is not "Out now". It's officially released on 8th April.
7. The hard-drive installation program works perfectly. BUT! I believe there is a problem with the copy command in WB2.0/3.0…*(We'll skip this bit. – Ed)*. Rest assured, if I can root out the problem by 8th April, I'll fix it. Would you believe that it worked perfectly for me until I read your review? Strange.
8. The cursor is indeed set at a fixed distance. Just where would you like it moved to exactly and, more importantly, why?
9. The long wait between holes? I've timed this on my A1200, running *World Golf* from floppy. I don't call 4-5 seconds a long wait.
10. You dropped several hints about there not being enough options. The last game I wrote (*International Golf*) was slated for having too many options. Not by AP, but by everyone else who reviewed it. What would you define as a perfect number of options then, eh?
11. Finally, the score. For all the good points you noted, wouldn't you agree that 32% was a little harsh? I'm not going to take you to court over it, throw a tantrum, or even stamp my feet! I just think that you could be a little more positive in future, rather than being hellbent on awarding low marks.

That concludes my list of corrections. I hope you print this letter and please, slap yourselves "where it hurts" with a big bunch of nettles for overlooking most of the points here.
Thanks for your time,
Dave Kirk, Rotherham

"I'M A CHOCOLATE FROG"

Dear 'Friends',
Was the last DTWT edited by Coolio, or something? Just because the authoritative figure of Cam has gone, doesn't mean you can all act like a right bunch of slags. What's happened to your charming prose? Pull yourselves together for heaven's sake, or you'll get a good slapping.

Oh, by the way, you can get to the Planet Yorkie with a tube of Smarties – but only if you eat the red ones. NER NA NER NFR – EAT ME I'M A CHOCOLATE FROG.
Yours, though not for long,
Craig Hesmondhalgh, Blackpool

We've never been keen to waste our "charming prose" and we're not about to now. Cretin.

"AMOUNT OF TEDIUM"

Dear AP,
I was just flicking through my huge collection of AP back issues. (Actually I did this last night but wrote it down in order to send this off now). I noticed the the mysterious C Burley, and the obnoxious Stuart N Hardy. Have you noticed how they're both from Sheffield? Have you noticed how they both use initials? Do you notice the remarkable amount of tedium in their letters? Do you think, whisper it quietly, that they are in fact, the SAME PERSON? Could Hardy's ego be so rampant that he now feels he must bore us twice over? It's a scary thought.
Flossie, email

Equally disturbing is the fact that Stuart N Hardy sprang to the defence of C Burley last issue. Yikes.

"ALWAYS COMPLAIN TO MAGAZINES"

Dear AP,
I hate all A1200 users as they always complain to magazines about how little space they have left on their hard drive.
Yours,
A fed-up A500 user

AND ANOTHER THING…

I have now stopped purchasing AP as it's a bit crap.
Darren Walsh, email

I had some great times with you and my Amiga, thank you.
Ben, email

Strange, eh – you print my brother's photo in your January issue and in the February one you are down to about twelve pages and staples. Are the events interconnected?
Chris Bishop, email

No, don't be so silly.

Jump up point a cheese sandwitch at the lecturer…
Anthony Lewis, email

"Jump up point…"? "Sandwitch"? And they try to tell us that educational standards aren't slipping.

Shall I order a wreath now?
Lud, email

AMIGA POWER! Now in 2 dimensions!
Mat, email

How much wood would a wood chuck chuck if a wood chuck could chuck wood?
Anthony and Rory, email

One thing that astounds me is the amount of complete prats that write to AP.
Chris Luke, Exeter

"Have fun," he says, before disappearing into the darkness laughing heartily to himself.
Martin Axford, AMIGA POWER

Not THE Martin Axford, surely?

Received: by qm-gw.futurenet.co.uk with SMTP;27 Jan 1996 16:00:34

Er, quite.

AND THAT ADDRESS,

don't forget, is:

Do The Write Thing,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.

Or e-mail us at:
ampower@futurenet.co.uk,
but we'll only reply in these pages, okay?

THE BOTTOM LINE

Despite anything you may have heard, life is not a bowl of cherries, nor is it in the least bit like a box of chocolates. It isn't like the ice cream section of your local supermarket, either, but this month's Bottom Line is. Like that.

THE BOTTOM LINE

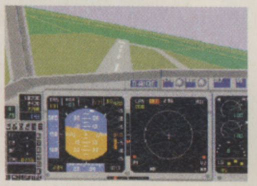
(AND HOW TO UNDERSTAND IT)

★★★★★ Chocolate Truffle ★★★★★ Cherry Garcia
★★★★ Strawberries 'n' Cream ★★★ Vanilla
★★ Cookies and Cream ★ Neapolitan

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works... The top bit is easy:
GAME NAME
Publisher's Price
Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All-Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about every game we've laboured over, considered carefully and marked accordingly in the last year and remember WE'RE ALWAYS RIGHT.

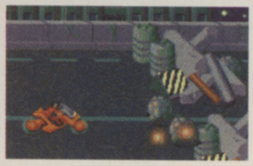
WHO'S WHO CW – Cam Winstanley ● JD – Jonathan Davies ● JN– Jonathan Nash ● RP – Rich Pelley ● SC – Stuart Campbell ● MA – Martin Axford ● PM – Paul Mellerick ● SF – Steve Faragher ● SM – Steve McGill ● RD – Richard Doidge ● CM – C-Monster ● TN – Tim Norris ● DG – Dave Golder

AIRBUS A320 2
Mirage £30



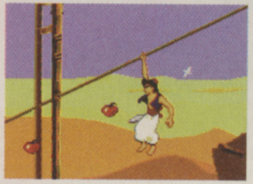
AP58 24% JD
It is a convincing simulation of the A320 Airbus – even more convincing, if you can imagine such a thing, than *Airbus A320*, whose sequel it is. You fly an A320 Airbus hither and yon. You take off. You land. There are many realistic instruments and controls.
★

AKIRA
Ice £30 (£35 CD32)



AP48 16% JD
Petrifying multi-stage film licence from the people behind *Total Carnage* which, despite repeated assurances that lessons had been learnt from *Total Carnage*, is easily the equal in catastrophe of *Total Carnage*. Hardly anyone is going to get past the first level's horizontally-scrolling obstacle course in which your magnificent 400mph armoured motorbike explodes on contact with stones and people just standing there: having played the wretchedly loose platform levels and spectacularly unfair shoot-'em-up sections, this is something of a heavily disguised blessing. The CD32 version is identical. ★

ALADDIN A1200
Virgin £30



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A handsome conversion of the Mega Drive game, which plays slickly and breaks up the platform stuff with a couple of chase levels and bonus games. But, like all these post-*Cool Spot* platformers, *Aladdin* suffers from a severe lack of longevity. It's highly impressive while it lasts though.
★★★★

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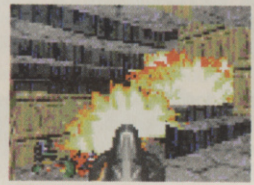
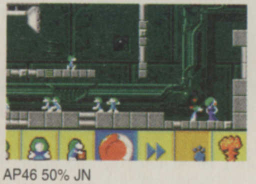
Team 17 £30



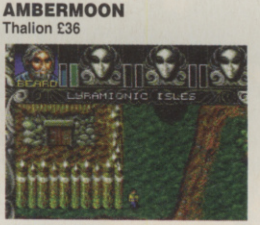
AP56 91% JN
Amazingly amazing *Doom* – but on the Amiga contender that crushes *Fears* technically (bits spatter out of the monsters when hit, weapons recoil, chain reaction explosions tear up corridors, walkways span caverns, you get to go outside) and takes *Glbom's* side in being terrifically hard and fun to play. More sophisticated than *Gloom*, but oddly (though not at all disappointingly) more blasting-orientated. Run around and shoot things; run up stairs and shoot things; run across bridges and shoot things; run through water-filled passages and shoot things. Still no option to look up and down (you'll get confused in more than one helter-skelter shootout) and twittery even on a 'fast RAM' machine (brownie points though for not shirking the vastly complicated many-monster ambushes just because of slowdown) but stuffed with 'vavoom!' and absolutely entertaining. Terrible deathmatch game, however, and our copy wouldn't work from hard drive.
★★★★★

ALL-NEW WORLD OF LEMMINGS
Psygnosis £30



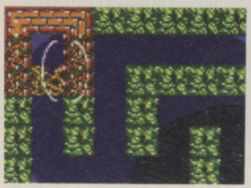
AP46 50% JN
Peculiar re-embrasure of the sadistically fussy original *Lems* rather than the make-amends sequel. Larger graphics, less icons and only three lem tribes because Psygnosis say you told them *Lems 2* was too complicated; pixel-perfect lem positioning, exactly overlapping lem hordes and dictatorially precise cursor control because that's what *Lems* is all about, right? The 'all-new' parts are ability-replacing collectable objects (a terrific idea) and rampaging monsters (a terrible one). *Lems 2* is frankly much more fun. ★★

AMBERMOON
Thalion £36



AP51 30% RP
A crap RPG divided into crap *Dungeon Master* and crap *Zelda* bits. ★

ANTS
Kellion £15



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ATR
Team 17 £25

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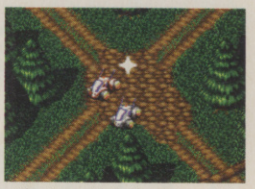
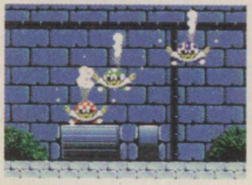
Overdrive 2 via *Tower Assault*, more like. This stylish overhead racer, having taken the trouble to get the car movements right, bafflingly throws it all away by having courses that don't have the common courtesy to mark out the track. Yes folks, with *ATR* you can thrill to the experience of driving blind, coming off at unadvertised corners and getting trapped in belligerent roadside scenery. The overwhelming prevalence of sharp corners makes a nonsense of the 'battle' mode as player two gets scrolled off the screen without chance of recovery, and the identical 'league' game just makes six people unhappy instead of two. The usual power-up/choice of car/shop sequences don't help. Buy the friendlier and grandly more fun *Micro Machines*. ★★

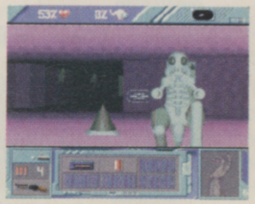


BASE JUMPERS
Grandslam £26



AP47 70% JD
Aaron Fothergill's follow-up to *Jetstrike*, with a similar patina of care and attention to detail, but a noticeable lack of 'there'ness. It's a two-stage game for up to four players. First you scramble aloft a vertical platformy building in *Rick Dangerous* fashion, collecting letters to spell secret words and so get to bonus games like *Joust* and *Invisible Space Invaders*, and then you leap off the roof and scrap with the others in freefall, jostling them against flagpoles and leaving opening your parachute to the last possible moment to earn those cash awards. Bursting with secret bits (our favourite is the straitjacketed plunge to death) and causing hearty guffaws during play, *Base Jumpers* regrettably falls to the mighty blows of over-too-quickliness in the multi-player mode and no-thanksment of the one-player game. Shame. ★★★

BEHIND THE IRON GATE
Black Legend £25



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BLOODNET A1200
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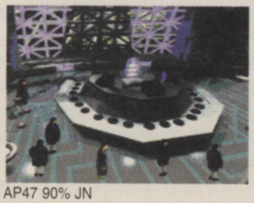

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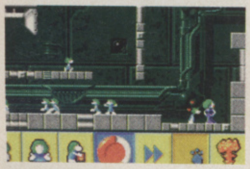

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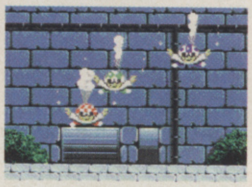

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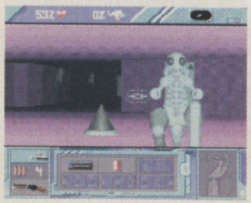

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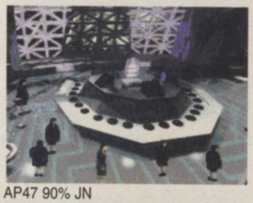


AP47 90% JN
Initially repulsive but (once you've mastered the preposterously over-complicated controls) tremendously rewarding point-and-click adventure without orcs in it. Gleefully amoral (you're a vampiric 'cyberpunk' who has to kill to survive while hunting for a cure) and engrossingly scripted, it's the best such game since *Monkey Island.* And you get to shoot people without any tiresome moral questions being asked. It demands installation to a hard drive though.
★★★★★

BREATHLESS
Power Computing £30

AP58 56% SC
It's *Doom* – but on the Amiga. For the fourth time. It's terribly close in look and feel to *Doom*, except that it's not nearly so much fun to play. From the lava pits to the frustrating password system, rather too much about *Breathless* has been badly thought out. If you want to wander up and down grey corridors and occasionally fight impossible fights with naughty people then this is the version of *Doom* – but on the Amiga for you. Otherwise you'll be happier with *Gloom.*
★★

BLOODNET A500+
Gametek £30

AP50 89% JN
Exactly the same, except! you don't get any music (a Good Thing), and you don't get the option to review past conversations (a very Bad Thing indeed). At least it's £5 cheaper.
★★★★

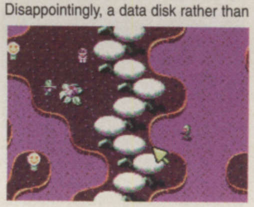
BRUTAL
Gametek £20

AP53 27% SC
Beat-'em-up with animals that blows its single good idea (you start without special moves, but earn one every few bouts) by giving you an unfailingly unbeatable one on level four. (Get in a punch and then hide in a corner to defeat opponents one to three.)
★

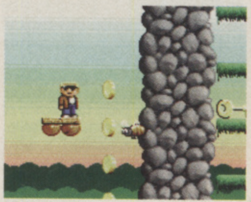
BUBBLE AND SQUEAK A500
Audiogenic £26

AP45 83% JN
Properly taking note of the criticisms of the A1200 version, Audiogenic have substantially increased the fun factor by beefing up Stupid Blue Thing's intelligence levels to a point where he no longer falls from a ledge if, for instance, he feels like it. Uses the CD32 joypad as well. But the watery time limit's still too nasty.
★★★★★

CANNON FODDER 2
Virgin £30
AP44 89% CW
Disappointingly, a data disk rather than a sequel, and one that inexplicably takes our muddy, terrified heroes out of the grimly realistic warzones where they belong and shoehorns them into an implausible time-travelling plot. The quality of the levels isn't affected – the design is consistently better than the original's, and it's far more of a tricky trickster – but fighting blobby aliens on blazingly purple planets 'feels' wrong for the game. Rather more importantly, *Cannon Fodder 2* is outrageously expensive considering there's nothing new in there at all. It's still brilliant, but pointedly less so.
★★★★★

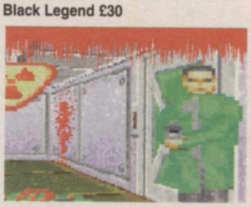


CHARLIE J COOL
Rasputin £20



AP43 45% PM
A below-average platform game. ★

CITADEL
Black Legend £30

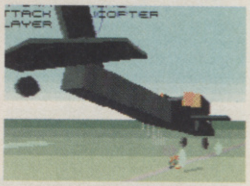


AP56 67% PM (69% A1200)
We're getting incredibly fed up with games that blow it with such an obvious fault that it staggers the mind to think how they missed it. *Citadel*'s is that guns and ammo are severely limited so that what should be *Doom* – but on the A500 turns into a dismaying game of running away and avoiding things. Just think. You're not bound to a single path through the levels, you can set fire to people, there are locked doors and teleports and that, you can elect either to escape a level or search for bonus objects and it runs comfortably on an A500 (no, really. Really) and – erk – you spend your time running away and avoiding things. Dickersome things like having to hit monsters centrally and LOSING ENERGY WHEN YOU BUMP INTO WALLS slip away in relation. Faster and bigger on an A1200; hence the extra 2%.
★★★

CLUB AND COUNTRY
Boms £30

AP53 33% PM
Fearsomely well-presented, but – oh no! – clotted and boring footy manner.
★

COALA
Empire £25
AP56 78% CW
Thanks to *Coala's* Virtual Cockpit™ you can zoom up to things then look out of the window to blast them sideways, and thanks to the open-endedness of it all you can whizz around any old where and even choose your side (by popping at someone from the other, natch). But there's no structure at all to the game so you rapidly end up flying around cluelessly, and it's a bit silly to have battles where by merely turning up you decide the outcome. It has excellent scraps, but you have to work hard to get into one. There should've been more to do than flittering about (blowing bridges, for example, or toasting convoys) and without any sense of direction or achievement, you within a few hours give it up. Pity.
★★★

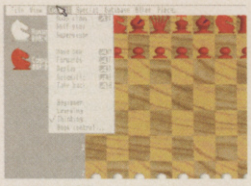


COLONIZATION
Microprose £35

AP52 93% SF
Hugely engrossing sim by TV's famous Sid Meier, covering the colonisation of the USA from whomever's point of view you damn well please. (We tend not, for example, to slaughter the natives.) Turn-based and predominantly action-free, you'll nevertheless find your children becoming successful senior accountants before you think to turn from the screen and tell them it's time for bed. Protect and survive! Produce and sell surplus! Attack the French! Declare the Dutch heretics and start a religious war! All can be done here and all but a small part of what is, essentially, America – but on the Amiga. And it runs on an A500.
★★★★★

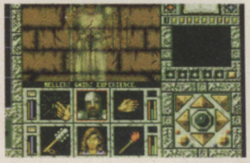
COMPLETE CHESS SYSTEM
Oxford Softworks £35

➤



AP45 81% SF
Chess. ★★★★

CRYSTAL DRAGON
Black Legend £30



AP44 38% PM
Pick an RPG, any RPG – it's more than likely to be better than this redundant *Dungeon Master* clone.
★★

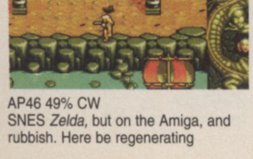
DAWN PATROL
Empire £35

AP47 80% JD
WW1 *Overlord* follow-up with typical Rowan friendliness (multiple views, 'combat lock', wads of background material) and some grand ideas (such as catching planes by surprise by zooming out of the sun, and lesser enemies running for it) but which doesn't quite come off. You don't feel that you're in a rickety biplane beyond your wings occasionally falling off and (hngh) your guns jamming, and the lack of scenery and ground action lets it down lots. Deep, detailed and dependable, *Dawn Patrol* nonetheless pales beside the magnificence of *Knights of the Sky.* ★★★★

DEATHMASK
Alternative £26 (£30 CD32)

AP47 62% SF (69% CD32)
Every review we've seen of this damns it for not being *Doom.* Except ours, of course, because we're not, for example, cretins. It's a simple fast-but-jerking-from-square-to-square 3D maze game with guns, and enjoyable on this level, but the overwhelmingly un-clever design of the 32 piddlingly easy mazes means you'll complete the whole thing in less than a day. Much better in competitive two-player mode, with lots of running around and away, but once you realise you may as well slug it out toe-to-toe as play properly what with the regenerating ammunition and impossible-not-to-peek-over split-screen, you've broken its spell. Not as big, clever or exciting enough as it should have been. Impeccably speedy on both A500 and A1200; the CD32 version scores higher because of the better controls.
★★★

DRAGONSTONE
Core £30



AP46 49% CW
SNES *Zelda,* but on the Amiga, and rubbish. Here be regenerating monsters that always hit you due to the intermittently effective combat system, obvious mazes and stupid collision detection that mean, say, a mushroom clearly not in your path at all (and yet somehow so) forces you to go all the way around the map to reach the other side, puzzles of the dead end/old herbalist/present collected herb/receive travel spell school, secret areas essential to the game and an uninvolving swords-and-strawberry plot. Take it, or take it not; we care for neither.
★★

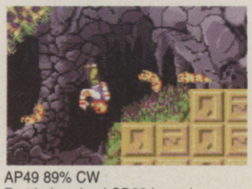
DREAM WEB
Empire £35

LOCATION: PENTHOUSE SUITE

AP46 24% JN
Disastrous 'adult' futuristic point-and-clicker in which every screen is cluttered with tiny objects, all of which belabour you with a lengthy text description before you're allowed to see whether they're of any use. Very *The Clue*-like in that it's really a verb-noun text adventure in disguise, but greatly more stupidly obscure in its puzzle solutions. Typical of the hamfisted design is the gun you're illogically allowed to use only at certain points; typical of the storytelling is every hardened street-scum sub-human speaking like a slightly apologetic junior shop assistant. Really, the mystery of your character's madness is the only driving interest and you find that out on level two. ★

DUNGEON MASTER 2 A1200
Interplay £40
AP56 50% CM
Spook. Eek. And, indeed, yikes. Seven years after *Dungeon Master*, they've done it again. Exactly the same. Except you need a hard drive, the game reacts slowly to your commands, buffers them so you go out of sync and has sets of numbers instead of (for example) characters. The few good ideas (automapping, neat shop sequences, above-average puzzles) are wasted. ★★

EXILE A1200
Audiogenic £30



AP49 89% CW
Prettied-up (and CD32 joypad-supporting) version of legendary key-swathed 'arcade adventure' that's probably the only game ever worthy of the nasty label. Sort of non-3D *Doom,* sort of single-player *Gravity Force 2,* it's all about flying around with real physics and shooting things and solving (occasionally unfathomable) puzzles. Quite fabulous. If you can cope with the keyboard madness controls, go for the otherwise identical original, now out at £15.
★★★★★

EXTRACTORS CD32
Millennium £30

AP50 62% CW
Sequel to *Diggers* that hasn't learnt from the original's mistakes.
A *Lost Vikings* sort of game in that you're trying to co-ordinate a bunch of characters so everyone contributes to the larger task at hand, it's plagued with only marginally less miserable controls than before (this time you can make your minions jump over things, and stop without your having to plough through endless sub-menus) and a preposterous 'free will' feature (so you can spend ages getting one of your blokes in position, only to see him get bored and teleport back to base). Beyond that, we hated the game itself (it's remarkably bereft of fun, and seems more a grimly drawn-out exercise in mechanical repetition) but concede that its size, complexity and general 'togetherness' might appeal.
★★★

EXTREME RACING
Guildhall £30

AP58 59%
(Expanded A1200 69%) DG
A technically very impressive attempt at a sort of *Mario Kart* – but on the Amiga that needs at least an accelerated A1200 to run at any kind of entertaining speed. On an unexpanded A1200 it's very slow, even when you tweak the display options to maximise performance. The controls are 'ropy', too. ★★★

F1 WORLD CHAMPIONSHIP EDITION
Domark £30
AP51 67% PM
It's *F1* again, but more expensive and with a quit option that instantly ends the entire game instead of, say, that particular race. Still, this is the fastest racer around (exhilaratingly so), with crashes that stop you or slow you down (rather than crippling your car) and the same stupendously exciting two-player mode that Cam and Steve McGill played non-stop for an entire day when the original game came in. Domark have also improved the graphics slightly, and have promised to include a save game option after we pointed out you had to stick at it for hours to play properly. But you'd still be better off buying the original. ★★★

LAP:1/5
POS:5/16
135
RACE
RETIRE
FLIPVIEW

FEARS A1200
Guildhall £30

AP54 40% JN
The second *Doom* – but on the Amiga contender to make it, but not a good one. Technically astounding – the default full-screen display is damned fast on a standard A1200 (with lifts and stairwells, yet), and the use of near-subliminal sound is masterly – the game is let down horribly by its cock-eyed design. Monsters that can 'see' you without your having the slightest idea where they are, no up and down views (it's possible to get completely lost on stairs) and INESCAPABLE LAVA PITS combine to destroy any sense of fun get from playing it. Exceedingly foolish, Mr Bond. ★★

FIELDS OF GLORY
Microprose £30 (£35 AGA)

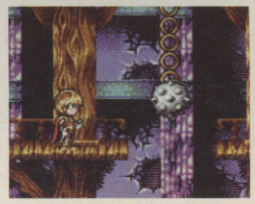
AP44 61% CW
Waterloo wargame swathed in options and featuring an ingenious three-scale map system tempting you to follow single units instead of examining the Big Picture and so fall foul of the Fog Of War. But it blows it all horribly, because – insanely – the game doesn't take terrain into account. So you just run everybody straight at each other and see who crawls out alive. ★★

FLIGHT OF THE AMAZON QUEEN
Renegade £30

Now ain't the time to be playing baseball.
use bat on Rico in car

AP51 84% JN
1940s comic book point-and-click adventure from fans of the Lucas Arts games, so it's funny, charming, looks beautiful and plays like a raspberry ripple. Even the music's good. You'll be quoting the set-pieces at each other later over tea, but simultaneously cussing at the ease with which you completed the game and the way the last quarter crashes out of ideas and fun. Still, it's brilliantly entertaining while it lasts. ★★★★

FLINK CD32
Psygnosis £20
AP47 79% JD
Almost-but-not-quite platform game with much to commend it – varied levels and trinkets looted shamelessly from the best of the rest of the best – but horrid ersatz-inertia controls and hopeless use of forced scrolling which traps and kills you WHEN IT'S NOT YOUR FAULT. Still, the mix-it-up spell bits and got-it-together 'feel' of the thing makes it great fun to play up to the point where your character falls through the edge of a perfectly legitimate platform AGAIN and you punch a hole in the fridge.
★★★★



FOOTBALL GLORY
Black Legend £26

AP45 66% (68% A1200) PM
The coincidental *Sensi* lookalike that, while playing a largely acceptable game o' football (aside from the idiot ploy of having the computer opponents 'slip up' by rocketing the ball into their own net or something, rather than playing poorly) pales in comparison with *SWOS.* There are mechanical troubles as well: the jolly collection of special moves are wasted because the computer teams don't give you time to set them up before legging it with the ball; the aftertouch is madly sensitive; and the passing is problematically inaccurate. Interesting, but flawed. The AGA version's slightly faster, with better sound.
★★★

GLOOM A1200
Guildhall £30

AP52 90% JN
Few games are scary, unless they are film licences. *Gloom* is a genuinely spooky game with an atmosphere you could cut with a knife, were demons not busily sucking you in from across the room and biting off your head, and were there a knife in it. Dazzlingly revolting, with monsters that explode up the walls when you shoot them (there's an option to retain the pieces to mark your path), it's unwaveringly thrilling for NOWHERE IS SAFE. And that's before you get to the levels that have ghosts passing through walls. And, hey, there are always the secret bits to ferret out. Disappointingly your weapons are restricted to differently coloured balls of light (confusingly, so are the monsters'), and the 'deathmatch' game isn't up to much (you inevitably slug it out toe-to-toe) but as a one- or (co-operative) two-player shooter, it's near-unbeatable. *AB3D* and *Fears* are going to have to move some to surpass this.
★★★★★

GUARDIAN CD32
Acid Software £30

AP43 90% JD
Defender. In first-person 3D. On the CD32. Buy it. You know we're right.
★★★★★

GUARDIAN A1200
Acid Software £30

AP47 90% JN
While *Guardian A1200* may lack the thrilling 1970s cop show music and condemns non-CD32-joypad owners to clumsy mouse/keys controls (or a keyboard-only option) it nonetheless IS *Guardian CD32* but on the A1200.
★★★★★

HIGH SEAS TRADER
Impressions £35

AP51 22% SF
You remember *Pirates Gold,* right? Where you were a pirate, shuttling from port to port, capturing ships, waging war, courting governors' daughters, yo-ho-ho-ing and a-bottle-of-rumming with the best of them? It's the same sort of idea with *High Seas Trader,* except you're a merchant. Exactly as exciting as it sounds. ★

HILLSEA LIDO
Vulcan £13

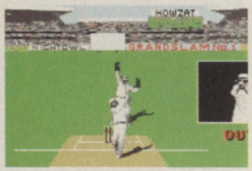
AP57 54% (Hilsea residents 60%) TN

Sub-*Theme Park* end-of-pier sim with fish and chip shops instead of burger bars, dinghy hire instead of of teacup rides, and spectacularly odd theatre shows instead of rides exploding entertainingly. Competent, but not as good as *Theme Park*, so contravening Law 10 of Kangaroo Court. Tsk.
★★★

HOLLYWOOD HUSTLER
Desert Star £25

AP54 35% PM
Neat idea for a poker game – play against three digitised 'real' players who speak – but – erk – it falls apart after a remarkably short time. The other players don't have, for example, 'tells' (facial tics, say, or nervous blinks that hint they're bluffing), you can't try to cheat, nobody loses their temper (nobody does anything, in fact, apart from move their hands to deal and glance around) and your opponents take defeat philosophically ("Huh!" is about as animated as they get). And strangely, the best hand we got all the time we were playing was a three-of-a-kind. There are better PD poker games than this. *Hollywood Hustler's* available from Desert Star at 120 Burden Road, Beverley, N Humberside HU19 9LH. ★

ITS CRICKET
Grandslam £27



AP47 65% PM
Sloppy bowling and ghastly fielding sections let down the well thought-out batting part of this contender to *Graham Gooch's World Class Cricket* sensible flat cap. Graham wins on lovableness.
★★★

JUNGLE STRIKE A1200
Ocean £28

AP45 77% JN
Console action games are great. You switch them on, play them for a bit and then switch them off when you get bored. *Jungle Strike* is a conversion of the Mega Drive console action game, and they would have got away with it if it hadn't been for that meddling lack of depth. The 40 or so levels can't disguise their similarity beneath excited mission briefings; you're either flying off to shoot something, or to rescue someone. A couple of extra vehicles to commander here and there do break up the pattern (although you're just doing the same stuff but at a different height) but the tiring faults (like having to search minutely for your own fuel on later levels – a-ha ha ha) drag it down. A great console action game, and as such best taken in short doses.
★★★★

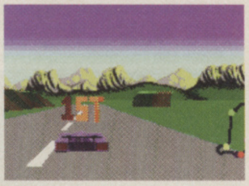
KICK OFF 3 EUROPEAN CHALLENGE
Anco £30

AP46 57% PM
A couple of cosmetic changes, proper sound, more teams and tidied-up controls. The competition – *Wemblers* and *SWOS* – make it look even worse second time around.
★★

KINGPIN
Team 17 £13

AP48 47% PM
Cheap, pleasantly-presented but predictably tedious ten-pin bowling game whose only assets are a league game and the ability to create players and so mock up a career for yourself. Like all those terrible PD darts sims, *Kingpin* is pointless – all the clever samples and glitzy effects aside, it's a devastatingly boring piece of fluff. And the computer opponents always appear to do the same thing. This doesn't deserve a spare, let alone a strike.
★★

LEADING LAP A1200
Black Legend £26

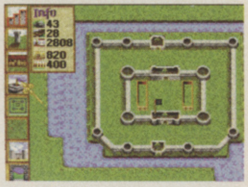


AP57 57% TN
Well-intentioned first-person racing game with dozens of tracks and five special-car characters, but it's JUST ANOTHER DRIVING GAME. Essentially it lacks 'ooomph' (or, indeed, 'vavoom!'); specifically, why not play *F1GP* (for realism) or *F1* (for 'whizz')? There'll be an A500 version along shortly, we are informed.
★★★

LION KING
Virgin £30

AP46 59% JD
Virgin's follow-up to *Aladdin*. The platform levels are dull and empty, two of the break-it-up sections are missing and the lion is a blighter to control. The original wasn't much to work with but that doesn't excuse this disgracefully loose and unfinished conversion.
★★

LORDS OF THE REALM A1200
Impressions £35



AP44 82% RP
Extremely professional peasant/castle wargame where you have to keep everybody happy then kill hundreds of people in a neighbouring county 'cos they looked at you funny. High feeling of involvement and gratifyingly complex, but it's not going to win any converts to the cause.
★★★★

MAN UTD – THE DOUBLE
Krisalis £30

AP49 58% PM
Man Utd Premier League Champions with a *FIFA*-ish 3D perspective and a *Premier Manager 3*-like editor. Fiddle with the teams, admire the new player transfer section, become angry with the actual football-playing bit. You can turn this off, but if you're going to do that, why not play a dedicated footy or footy manny game? Or *SWOS*, of course.
★★

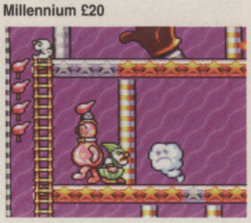
MARVIN'S MARVELLOUS ADVENTURE A1200
21st Century £30

AP45 26% RP
No unexpected monsters, no end-of-level bosses, no unspottable traps, no leaps of faith, no control troubles, no disk drive problems, no illogical passwords, no reason to play again after you complete it in four hours and thirty-two minutes on your first go. A wracking shame.
★

MORTAL KOMBAT 2
Virgin £30

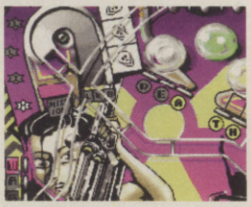
AP46 63% JN
Glitzy, vacuous conversion that relies on artificially complicated joystick moves. Fast-moving and exciting to watch, but deathly dull to play. Fights are over so quickly, and you're as likely to win bashing the fire button as juddering through the unnatural 'special move' sequences, that you're blasé about losing. Whither affinity with a particular character? Wherefore just-another-go grudge matches? Not here, friend. It's got the best 'feel' of any Amiga bashum game and there's fun to be had from its maximum hurtage, but the illogical controls mean it's less a case of discovering secrets than waiting for us to tell you the moves. And you can fox your one-player mode opponents with a single attack. Constrained by the get-it-over-with-quick coin-op, *MK2* is ultimately just a novelty alternative to the mighty *Shadow Fighter*. Intrusive disk swapping and sparser sound are the limit on the A500, but the A1200 version is entirely accurate to the arcade machine.
★★★

MR BLOBBY
Millennium £20



AP45 37% JN
Super Troll Island on the SNES, but on the Amiga and with Mr Blobby. Sloppy design and stupid faults (like leaping through the ceiling to land on the platform above when you merely wanted to hop over a monster) don't help; neither does the ease with which you can coast through the game. Bizarrely though, it is tolerably playable for a couple of hours. It's bad. Not as bad as you'd think, but still bad.
★

OBSESSION
Merlin £30



AP50 78% JN
Charming but disappointingly simple old-style pinball game which scores in thousands and has none of the exciting slickness of *Pinball Fantasies*. For your £30 you get two excellent tables, one solidly commendable one, and one that's so poor it's more poor than v poor, with the best of the great tables having an ingenious 'curvy bowling' feature to complement its baseball theme. Inadequate ball physics and heavily combo-based scoring (where you have to knock down targets, but then shoot ramps within a strict time limit to keep the points) let it down. There'll be a special A1200 version with multiball in a few months, we are told.
★★★★

ODYSSEY
Audiogenic £30

AP54 79% CW
Exile-inspired (hurrah!) arcade adventure with you, as some bloke with a sword, springing around, throwing switches, ducking arrows, battling gnomes and turning into different animals and insects. Obviously painstakingly designed (arranging it so you need a specific power to pass something must have been a headache) and replete with clever bits, it annoys with leaps of faith, jumps you can't quite make, monsters which follow you from their crafty initial positions to get hugely annoyingly stuck on vital ledges and – hnngh – lives. Generally lovely, but if only, eh?
★★★★

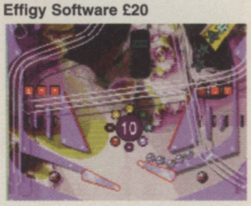
PINBALL ILLUSIONS CD32
21st Century £30

AP50 90% PM
Staggeringly more attractive than the vanilla A1200 version, with some tremendous Swedish samples and accomplished use of the joypad. (Although the mistake of having one button launch a ball while another instantly quits the game is beyond belief.) Neat 'on-line' manual, as well. Pity you can't turn off the music, because we've discovered Extreme Sports is the most entertaining table of the three.
★★★★★

PINBALL MANIA A1200
21st Century £30

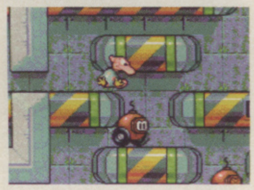
AP55 11% JN
Exquisitely poor pinball game purporting to be the sequel to *Pinball Illusions*, but by someone completely different. Badly programmed (the ball physics are particularly amateurish), badly designed (only one of the four tables is at all fun, but none are exciting) and 108 times less snazzy than the A500-compatible *Obsession*, it's a joke at £30 and an embarrassment as the lead game in the new A1200 bundle. ★

PINBALL PRELUDE
Effigy Software £20



AP58 81% SF
Other pinball simulators attempt merely to simulate pinball, but *Pinball Prelude* makes use of the fact that the game is being played on a computer to include bonus levels and extras that could never be included on a real table. It's funny no one ever thought of that before. What's that? They did? Damn. Still, it's a fine game and no mistake.
★★★★★

PINKIE
Millennium £26



AP48 20% JN
Promising platformer with likeable gimmick of multi-purpose car, but whose sprawling, featureless levels, smothering tedium and complete set of Kangaroo Court crimes slaughters it with a rusty hatchet. ★

PLAYER MANAGER 2
US Gold £30

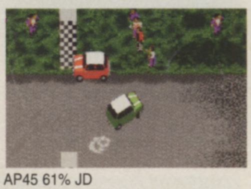
AP53 35% PM
Fearsomely in-depth but – oh no! – clotted and boring footy manner. ★

Tactics Designer
4-4-2
Done

PLAYER MANAGER 2 EXTRA
Anco £25

AP59 32% SC
A bit like *Player Manager 2* but with *Extra* bits. Sadly, they don't make it much better. ★

POWERDRIVE
US Gold £30



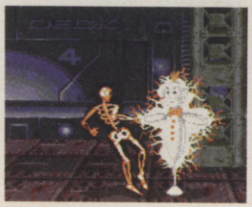
AP45 61% JD
Empty tracks, trying to reproduce realistic car handling with a joystick, computer drivers that never crash and the financial burden of having to succeed just to repair the car you've smashed up speeding realistically around an empty track in order to succeed, are but some of the problems found in this rally sim. A challenge tangibly vanquishable after a few hours of practice is but one of its

➤

NOTT'M FOREST 0-3 NOTTS COUNTY

the finest games ever to grace a Philips monitor. When linked up to an A1200. With *SWOS* in the hard drive.
★★★★

SHADOW FIGHTER
Gremlin £30



AP46 91% CW
A textbook example of how to do a game properly.Three Italian beat-'em-up fans looted the best bits from any number of tedious biffing games, applied sinister and special processes to them and came up with the best beat-'em-up ever in the history of all things. It's got heaps of character in the wildly diverse and carefully mismatched fighters, a beautifully simple 'special move' control method (you just swirl the D-pad in various directions and press fire) and options a-go-go. There's even a practice mode where you fight seemingly innocuous master of terror Pupazz the Puppet. Truly the *Gravity Force 2* of beat-'em-ups. The A1200-specific version's on the way, but even this A500 version looks lovely.
★★★★★

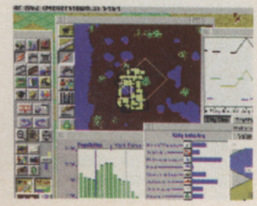
SHADOW FIGHTER AGA
Gremlin £30

AP50 92% PM
Cosmetically spruced-up but otherwise identical to the A500 original. The CD32 version dispenses with the horrible disk-swapping (hence the extra point) but adds a silly fault in that you press both shoulder buttons to quit the game, thereby penalising all those players who (quite rightly) get really excited and panicky when struck dizzy and bash at the joypad to make their character recover. Tish.
★★★★★

SHAQ FU
Ocean £26

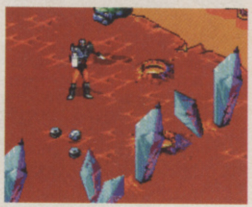
AP46 51% PM
Uninteresting, plastic beat-'em-up saved from the fires of perdition by the choice of fighting opponents in any order and the eight-player tournament.
★★

SIM CITY 2000 A1200
Maxis £40



AP44 85% PM
An appalling drain on the pocket (to play, you need an A1200 with 3Mb RAM and a hard drive, and an interlace-compatible monitor, and even then it's horribly sluggish) but a terrific strat game. Recall everything from *Sim City*, and then multiply it by 2,000. A worthy companion piece to *Theme Park*, if you've the kit. ★★★★★

SKELETON KREW A1200
Core £35

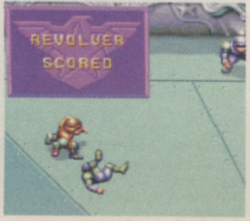


AP47 59% PM
Sub-standard *Escape From the Planet of the Robot Monsters* clone that's all the more disappointing when you find out it was worked on for over a year. Half-hearted aliens, no power-ups, no variety between levels – it's all here. Or not. Even the score-bumping two-player mode's lacking in sparkle. It looks great, but who cares? ★★

SOCCER SUPERSTARS
Flair £30

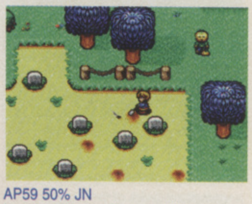
AP49 15% PM
Abysmal side-on footy game peppered with shocking bugs. You do get a free football with it, though. ★

SPEEDBALL 2 CD32
Renegade £15



AP51 93% PM
Yes, it's *Speedball 2* again. Except, instead of the stupid headband thing, opposing teams wear differently coloured suits. An amazingly better game than the original. ★★★★★

SPERIS LEGACY
Ocean/Team 17 £30



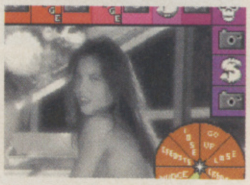
AP59 50% JN
Imagine, if you will, a graphic adventure a bit like a certain Nintendo favourite – but on the Amiga. It has an air of Japaneseness about its graphic style which is a joy to behold and many of the puzzles are pleasantly challenging. But an equal number are infuriating and arbitrary and the result is a merely average game.
★★★

STAR CRUSADER
Gametek £13

SELECT
REVIEW
MENU
STATS
ESC

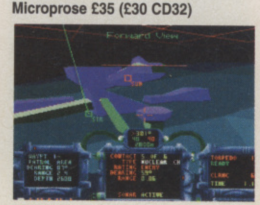
AP59 17% SF
Uh-oh. Quite the worst blend of *Wing Commander* plot and *Elite* gameplay you could imagine. It may be cheap, but it's still not worth buying.
★

STRIP POT AGA
Guildhall £15 (A1200) £30 (CD32)



AP51 22% CW
We went to see Guildhall recently. They cheerfully admitted their enormous range of PC porn games were crap, but apparently they can't get them on the shelves fast enough. Here's one they've converted to the Amiga. It's a fruit machine sim that has several pictures of women taking their clothes off.
★

SUBWAR 2050 A1200
Microprose £35 (£30 CD32)



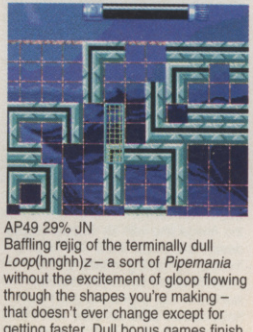
AP45 82% CW
Intriguing mixture of *Syndicate* plot and 'underwater flight sim' (although obviously the submarine handles differently from an aeroplane) set in a corporate-run world where it's an accepted business tactic to blow up your rivals with torpedoes. Liney graphics (though the PC version looks really nice – cheers *("Michael Jackson" – Ed)*) but evocative atmosphere (so to speak) and fun, fun, fun. It's a mite slow, though. Bah.
★★★★

SUPER LEAGUE MANAGER AGA
Audiogenic £30

FOLKFORD UNITED
DIVISION 4 CHAMPIONS

AP48 89% SF
Outstanding footy manny game that dispenses with numbers in favour of telling you about a player IN ENGLISH. "He's been playing well, but is feeling unenthusiastic," it might say. Imprecise, yes, but infinitely preferable and more atmospheric. There are no tedious 'real' players either, so you're free to form your own opinions. Deeply clever as well. And *Wembley International Soccer*'s in there. Hard to get into at first, and continually having to set up training schedules is a chore, but still, eh? A tremendous companion piece to *On the Ball World Cup*. Best played with a mouse, CD32 owners.
★★★★

SUPER LOOPZ A1200
Audiogenic £15



AP49 29% JN
Baffling rejig of the terminally dull *Loop*(hnghh)*z* – a sort of *Pipemania* without the excitement of gloop flowing through the shapes you're making – that doesn't ever change except for getting faster. Dull bonus games finish it off.
★

SUPER SKIDMARKS
Acid £25

AP48 86% (91% A1200)
Really quite beautiful racing game sequel which corrects the disk accessing clumsiness of the original and tidies up the Quadratic B-Splines™ so the cars judder and bump even more realistically. Eight types of car from dragsters to cows, optional caravan-towing, different speeds, 32 tracks, pointless horn-honking, the label 'last' if you're last, sinister black cars, *Pong* while you choose your options. *Super Skidmarks* rapidly loses its appeal in one-player mode, but that's not the point. The more people and equipment you have, the better it gets, with options to link Amigas, split the screens and play with eight people. And there's a phone modem option. It's a hoot. The A1200 version adds hi-res to the split-screen modes, faster disk accessing and the ability to connect two monitors and play a track in Cinemascope.
★★★★★

SUPER SKIDMARKS CD32
Guildhall £30

AP51 92% PM
Like the A1200 version, but for only two players. You do, however, get a demo of *Guardian*, a fantastic joypad-compatible *Defender* and the *Roadkill* movie (though, oddly enough, with a scene missing).
★★★★★

SUPER SF2 A1200
US Gold £35

AP52 71% CW (81% hard drive)
Largely successful conversion of the coin-op, with (as far as we know) everything in it. But! the undeniably exciting, intense thumping is extremely diluted by the ludicrously intrusive disk swapping, nutty controls, feeble sound and teeny graphics. CD32 joypads helps enormously, with all the buttons used correctly, and a hard drive cuts out the loading problems. (If you possess both, award the game another twenty percent.) As it stands, you'll be disappointed. The lower score's for running it on a vanilla machine.
★★★/★★★★

SUPER TENNIS CHAMPS
Audiogenic £25

TENNIS CHAMPS

AP56 92% MA
Deliciously excellent sequel to the AP52 coverdisk *Tennis Champs*, with temper tantrums, play-affecting court types, 16 different characters, tourneys, net-clipping drop shots, replays and the FOUR-PLAYER MODE OF CHAMPIONS. No option to contest line-calls (annoying), no Vinnie Vega after we put him on the cover (exasperating), slightly fiddly shot selection (acceptable) and no women (tsk) but – and here we speak with all the authority the rapidly-diminishing hesiodic theogony that is AMIGA POWER can command – one of the most deep-down gosh-darned fun games we have seen during our mighty lives. The *Super Skidmarks* of tennis games. ★★★★★

SWORD OF HONOUR
Megatronix £20

AP49 58% PM
'Odd' *Exploding Fist Plus*-type beat-'em-up-cum-puzzle-game that looks great and is initially highly playable, but every level is exactly the same. You can get the game from 21 Tiled House Lane, Brierley Hill, W Midlands DY5 4LG. ★★

TACTICAL MANAGER 2
Black Legend £26

REFS
CHARTS
CUPS
K-OFF
LEICESTER C
LEICESTER

AP50 25% PM
Fussy to work with and foolishly predictable footy manny game. To top it off, you don't even feel involved in the matches. ★

TEAM
Impact £30

CHELSEA 6
TOTTENHAM HOTSPUR 0

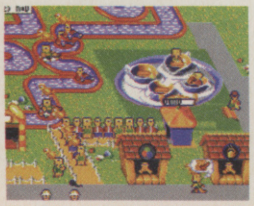
AP57 42% TN
Try-hard *Sensi* clone with customisable bits (a variably-evil ref springs neatly to mind) but which misses the point – players all run at the same speed whether they've the ball or not, for example, and it's incredibly difficult to control. Buy *Sensi* or *SWOS*, instead.
★★

TFX A1200
Ocean £40

AP49 62% (85% A4000) JD
Modern-day flight sim with all manner of 'stealth' and 'laser-guided' things. Impressively sophisticated and that, but it does mean dogfights consist of spotting a dot on your radar, pressing the space bar and waiting for your missile to hit. Surprisingly absorbing but ghastly on a standard A1200, with overwhelming amounts of disk swapping and once-per-second screen updates; best on a top-of-the-range A4000 (if still noticeably jerky); somewhere in between depending on the contents of your RAM expansion/extra disk drive cupboard.
★★★★

THEME PARK A500
Electronic Arts £35

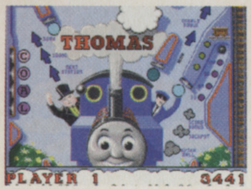
AP44 91% CW
Slightly slower, graphically streamlined and financially simplified, it's sort of



Theme Park Lite. But otherwise exactly the same fantastically great funfair sim as its bigger brother. And that is decidedly a Good Thing.
★★★★★

THOMAS THE TANK ENGINE PINBALL

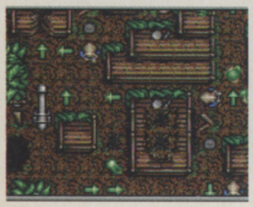
Alternative £17



AP57 17% MA
Amazingly poor pinny licence from the people behind *Pinball Mania*. "For children," which makes it all the worse as there's no excitement and no evidence of imagination. Instead of, say, making trains move around or the Fat Controller steal your ball, or something, you get to turn on lights and then some more. Of them.
★

TIMEKEEPERS

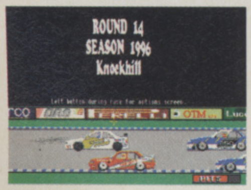
Vulcan £13



AP52 82% JN
Startlingly brilliant puzzle game from the programmers of the *Valhalla* duo. It's an overhead *Lemmings*, but where lems 'make', tims 'do'. You lay out their path beforehand with directional arrows and action icons, grappling not with real-time shivery reflex panic-o-thons, but Vulcan's amazingly devious level designs. A terrible bit at the beginning of a screen where you have micro-seconds to stop everybody falling down holes is the big bad thing, but it's also leisurely rather than exciting, and you'll fall into the 'rhythm' of the puzzles fairly quickly. Wizard green-and-brown fun otherwise.
★★★★

TOURING CAR CHALLENGE

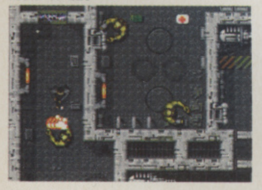
OTM £25



AP53 3% SF
F1 Challenge, a PD race management game, but with different graphics, and £25. They've even left in the pitstop option, although it's utterly without use. Monstrous. ★

TOWER ASSAULT

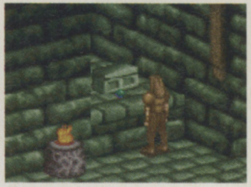
Team 17 £20



AP45 46% JN
Alien Breed was hard. *Alien Breed 2* was incredibly hard. But *Tower Assault* is self-indulgently grotesque. Slack collision detection, illogical dead ends, radioactive rooms that KILL YOU BECAUSE YOU'RE STANDING IN THEM and 30-second dashes to the door before the level explodes so ending the game you've just played for an hour while carefully building up your lives and ammo reserves collaborate to mow down the spirits of fun. Then the indestructible and incredibly powerful security lasers, non-allowance of player two joining in halfway through and bugs step up to finish off the heaving, crawling wounded. But hey – it's so atmospheric. The Casino Royale of Amiga games.
★★

TOWER OF SOULS A1200

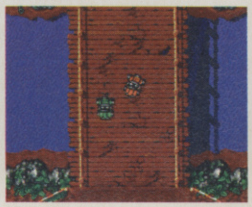
Black Legend £30



AP50 34% SM
Absurdly fiddly RPG that, for example, demands you select one of four lockpicks if you haven't the key to a door, insert it in the lock and use the mouse to wiggle the lockpick in a way you think will spring the mechanism. You're also compelled to examine, use and open everything for fear of missing the passageway or object that will get you to the next section. The plot's orc-related tedium as well.
★

TURBO TRAX

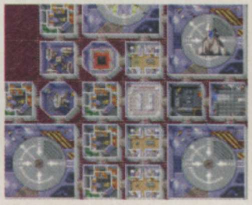
Arcane £30



AP53 46% JN
The long overdue overhead racer turns out to be *Overdrive* again. Purely 90 and 180 degree turns make up the courses; purely random circuit choice and no maps make playing repulsively difficult. To complete the picture, you often appear to be racing alone, so spread out are the five computer drivers. Extraordinarily poorer than the competition (*Roadkill*, say, or *Micro Machines*). You might learn to like it for the few thrillingly jostly corner incidents.
★★

UFO

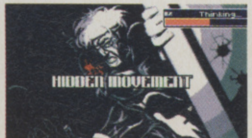
Microprose £35



AP43 75%/85% CW
It's *Laser Squad* again. Except with perfectly-isometric 3D graphics. Oddly inconsistent (there's an involving stats bit and tedious air combat sequence in addition to the main clomping around an invaded town shooting things section) but still as fun as it ever was. Horribly sluggish when the aliens move, though, and you really have to play it from hard drive. (Hence the two marks – the lower's using floppy.)
★★★/★★★★

UFO A500

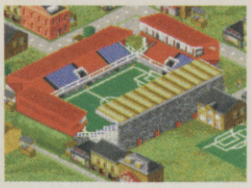
Microprose £26



AP51 36% (66% hard drive version) CM
The same, except! It's unplayable on an A500, with forty-five minute waits between turns as the wee machine works out the aliens' movements. Obviously no intrusive loading on the hard drive game, but it's still hideously slow. Which is why the higher mark's for the latter version.
★/★★★

ULTIMATE SOCCER MANAGER

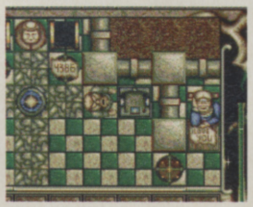
Daze £30



AP50 84% SF
Along with *On the Ball World Cup* and *Super League Manager*, one of the new wave of footy manny games that tries hard to be fun to play. Still stat-based, unfortunately, but with splendid presentation and those all-important 'human interest' bits as players complain about pay and conditions. You can even rig matches for financial gain. It's too easy, though, and the vaunted commercial bits (signing merchandising deals and the like) don't add as much as you'd have thought. Definitely third of the three.
★★★★

VALHALLA – BEFORE THE WAR

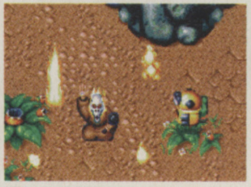
Vulcan £35



AP47 19% JN
The unspottable traps have gone, but the tedium remains. Four gigantic, obstacle-cluttered levels lay before your shambling, hamstringed would-be assassin, levels replete with embarrassingly simple-minded puzzles and people who give you silly objects. The use of speech is terrific, there are some entertaining puns and you can wander far and wide without obviously being blocked off, but all atmosphere is lost due to bunging hi-tech electronics into the mediaeval setting without justification, and you'll plod through to the end in a weekend. Horribly dull. ★

VIROCOP

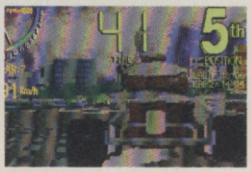
Renegade £26



AP51 81% CW
And it's a big 'Hello Nurse' to Graftgold's (probably last) Amiga game, a sort of *Chaos Engine* set inside a computer, but we'll forgive it that. Flawless presentation and a hoot of a two-player mode (one drives, the other controls the tank turret) perfectly complement the spot-on level design and (yes!) immaculate attention to detail. And it's hard drive-installable. But – oh no! – somehow, peculiarly, there's no real feeling of danger as you play. It's all much more pleasant than, for example, exciting.
★★★★

VIRTUAL KARTING A1200

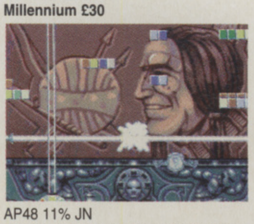
OTM £25



AP55 80% PM
Technically astounding race game which biffs around (oh lord) Fully Texture-Mapped 3D and periodically spins the screen and changes perspective to show off but cuttles its gaming fish (and quite a fish it is, ladies and gentlemen, what with zooming around mere inches off the floor in a go-kart, jockeying for position (*Jockey For Position – what an episode of Pinky and the Brain that was. – Ed*) and driving off the track to fiendishly cut corners) with some silly, silly flaws. 'Up' to accelerate, for example, and the computer cars never, ever getting knocked about in a crash (you, on the other hand, will always be sent spinning). We're willing to forgive it that for the magnificent experience of the game (it's quite unlike anything else on the Amiga, if lacking a feeling of truly terrifying speed), but you'll be better off waiting for the two-player *Virtual Karting 2* just after Christmas.
★★★★

VITAL LIGHT

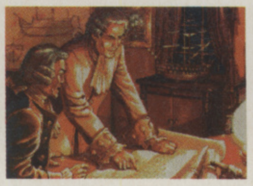
Millennium £30



AP48 11% JN
Appalling shoot-'em-up masquerading as a puzzle game. Watch a falling line of blocks, count the blocks to ascertain the dominant colour, select that colour to fire from your rotating gun so you destroy the line in the shortest time, turn your attention to the next line of blocks. Repetitive and boring and horrid. ★

VOYAGES OF DISCOVERY

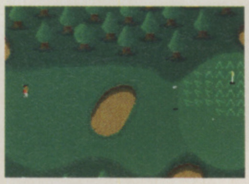
Kompart £30



AP44 52% RP
Takey-turny naval-based wargame scuppered by no short-term goals and no 'feel' of competitive play, even though it supports up to four 'captains'.
★★

WORLD GOLF

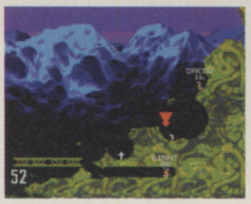
Apex Systems £15



AP59 32% MA
If you're looking for a tedious computer golf game that seems to take longer to play as a round of real golf then look no further. This is it. It's not much to look at, either. ★

WORMS

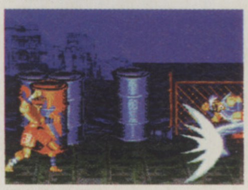
Ocean/Team 17 £30



AP57 60% JD
Scorched Tanks, but 'clever,' which loses it almost everything it had in the first place. Entirely unnecessary extra weapons! Random wind to make everything randomly harder to hit randomly! Exploding dead worms severely damaging, for example, the worms who killed them! Extraordinarily strung-out games where you comfortably outnumber your opponent but his remaining worm gets a go every time you move! Mind-crushing tedium with more than two players as you wait up to 15 minutes for your turn! Play serviceably using only the bazooka and grenades! Excellent tunnelling bits! Amiga Format have stopped playing it now. ★★★

X-FIGHTER CD32

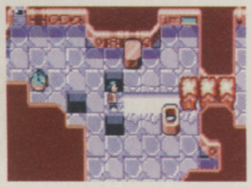
Thalion £TBA



AP51 60% JD
A worthy attempt at a beat-'em-up, with 32 fighters, worthy computer opponents, combos, 'special' special moves and the like. Regrettably, it's been astonishingly poorly programmed, with intrusively horrible, jerky presentation and shabby collision detection. You don't care about the generic streets-of-Detroit characters, either. Buy *Shadow Fighter*. ★★

X-IT

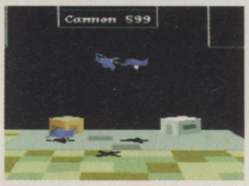
Psygnosis £20



AP47 80% CW
Soko Ban for the '90s. The 1990s, that is. No, hang on. In truth a push-block fill-hole puzzle game with all sorts of 'new' obstacles, features and things to pick up and use, and with nary a fault beyond the typical ones of stringent time limits and (remarkably pointlessly) lives. We've not seen a puzzle game for ages, but this is a good example of the type.
★★★★

ZEEWOLF

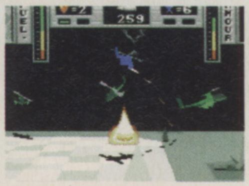
Binary Asylum £30



AP44 90% (A1200) 74% (A500) JD
Terrific helicopter arcade game that looks like *Zarch* (3D patchwork polygons) and plays like a terrific helicopter arcade game. 32 excitingly difficult missions, fantastic flying effects, glorious explosions, lots of differing missions, machine guns, rockets, air-to-air missiles, accidentally shooting down your allies, bullets hitting the water, one disk. It's awkwardly slow on an A500 (so knock off a star for that), but completely splendid on a 1200 machine.
★★★★★

ZEEWOLF 2

Binary Asylum £30



AP58 90% (65% A500) CW
Still the excellently excellentest chopper blast game, sprucer than the original, and DEAD ENEMIES DISAPPEAR FROM THE SCANNER. Remote link vehicles are the just-enough-to-justify-the-2 Sequel Gimmick (drive a tank! Pilot a boat! Etc!) but they're not properly exploited, and there are some foolish annoyances (being bounced between buildings, the fantastically fantastic mid-air chopper battles being dropped for limited-ammo missions later on) which make you wave your fist a bit. Drop two stars for the tortoisey A500 version. ★★★★★

THE CA

"I don't agree with capital punishment," ventured Oswald, "so you can't shoot me." Ruby laughed as beads of sweat tickled Oswald's brow. "The gun's fake. What are you, stupid or something?"

SOFTWARE

- *King's Quest VI*, MicroProse *F1GP* £8. *Hero Quest: Legacy of Soracil* £7, *Mr Nutz* £6, *Monkey Island* £5, *Bubba and Stix* £5 or £45 for the lot. **Neil Thomas (01536) 724309**
- *Alien Breed* £5, *Nigel Mansell* £6, *Test Drive 2* £4, *Harlequin* £5, *F1GP* £7, *Another World* £4 and *Scrabble* £6 or the lot for £25. **Fida Gilani (0171) 237 7353**
- Assorted games (full-price and PD titles) available for sale. Call for prices. **Mark Titmuss (01206) 384003**
- *SWOS + update* £10, *Theme Park A1200* £12, *Syndicate* £7, *Civilisation A1200* £8, *Frontier: Elite 2* £8, *Sabre Team A1200* £9, *Chaos Engine A1200* £7, *Lemmings 2* £4, *Nick Faldo's Golf* £6, *Super Methane Brothers A1200* £5. All boxed originals with instructions. **Tom Woolvett (01323) 505428**
- *Ultimate Soccer Manager A1200*, boxed original £12. **Jonathan Brand (01904) 795170**
- *Championship Manager '93, '94 and '95* £5 each or £10 for the lot. *Sensible Soccer* and *International Edition* £5 each or £8 for both. Mega Drive: *FIFA '94* and *'95* £8 each or £14 for both. **Steven Thomas (01495) 249279**
- A600 plus 2 games for £80. Gameboy plus 8 games, powerpack and mains adaptor for £80. Loads of games for sale including *SWOS '96* £12, *Sensible Soccer* £6, *F1GP* £8 and *Worms* £12. Willing to swap all this for A1200 plus 6 good games. **Ben Keeling (0181) 579 4368**
- AMIGA POWER back issues 1–38 for sale. Pristine condition. Make me an offer. **Lee Foxcroft (0181) 695 1822**
- A1200 owners – *Super Stardust, Theme Park, Alien Breed 2, Body Blows Galactic, Nigel Mansell, Morph, Trolls, Soccer Kid, Second Samurai, Aladdin*. A500/A600 owners – *Shadoworlds, Arkanoid 2, Rainbow Collection, SWIV*. All Amiga owners – *Mortal Kombat, Fly Harder, Addams Family, Centurion, Apache, Overdrive, Disposable Hero, Benefactor, Populous 2, Player Manager 2, Blob, Space Hulk, Sierra Soccer, Lemmings/Oh no! More Lemmings, DPaint 3, SWOS*. All games priced between £2 and £10. I'm also selling my CD32 with 13 games for £150 and have a 0Meg FPU RAM board (33MHz) for £50. Does anyone have *The Killing Gameshow* for sale? I also have back issues of Amiga Format for sale (from Jan '93 to present day) for £40 ono and 200 blank disks to sell at £5 per 25. **Lee Stanford (01132) 713532**
- 20 games for sale including *Skidmarks, Simant, Xenon 2* £5 each, plus *Streetfighter 2* for the SNES £10, or £50 for the lot. **Wayne Marsh (01473) 689450**
- *Lotus 2&3* £5 each. *International Sensible Soccer, World Champs* £6. **Paul Greenhough (01512) 581613**
- A500 owners – *Hiemball* £5, *Hiemball 2* £15, *Jurassic Park* £10, *Cannon Fodder 2* £15, *F29 Retaliator* £5, *Caesar* £5. A500+ owners – *Second Samurai* £12, *Genesia* £12. **Daniel Evans, 63 Penlee Park, Torpoint, Cornwall PL11 2PZ**
- *Cannon Fodder* £5, *Pinball Dreams* £5 or will swap for something good. Call me. **Gary Brotherton (01270) 875057**
- Really cheap, older boxed original games for sale for £2–£3. Please send SAE for list. **Andy Ash, 52 Albany Road, Newport, Isle of Wight PO30 5JA**
- *Sensible Golf, Skidmarks 1&2, Cannon Fodder 1&2, A-Train* £10 each. *Theme Park, UFO Enemy Unknown* £15 each. *Lemmings 2, Body Blows Galactic, Graham Gooch's Cricket, Man Utd* £5 each. **Oliver Coles (01732) 773322**

HARDWARE

- A1200, 3 joysticks, mouse and mat, over 20 original boxed games including *SWOS, AB3D, Worms, Flight of The Amazon Queen, UFO* and *Theme Park*, £250 ono. **Will Flood (01275) 393197**
- 1Mb boxed A500, external drive, 10 original boxed games, original mini office and others. BF2,500 (will split). **Paul Payne, Kiplinglaan 10, 8900 Ieper, Belgium**
- CD32 with *Diggers, Oscar, Microcosm, Now Games 1, Lamborghini American Challenge*, and fourteen coverdisks. Offers welcome in the region of £80-£90. **Rory Sinclair (01343) 542096**
- A1200, Desktop Dynamite package, 2 joysticks and four games (*Mortal Kombat 2, Monkey Island 2* and *Lemmings 2*). Boxed as new. Call to make me an offer. **Alexander Buchanan-Dunlop (01488) 668209**
- A500, 1Mb RAM, Philips Monitor, Power Supply, leads, 2 mice, Python joystick, joypad, manuals, books, covers, mouse mats plus loads of games and utilities. All for £300 ono. **Philip Roch (01329) 286223**
- A1200, over 250 games, over 100 magazine back issues (AMIGA POWER, Amiga Action and The One), 2 joysticks and joypad – all for £275 ono. **David Smith (01228) 598796**
- A1200, external drive, mouse, mat, 5 joysticks, speakers, joystick extension, four-player adaptor and 24-pin colour printer. All boxed, in great condition for £290 ono. **Alpesh Maisuria (01274) 618618 after 4pm**
- A1200 2Mb, joypad, mouse, utilities, lots of games plus mags and a 9 month warranty, £230. **David Harris (01732) 359429**
- A500, joystick, mouse, mouse mat, disks and manuals for £120. **Apple Bell (01833) 621271**

WANTED

- 'Graphics' person want skilled programmer interested in making PD games. Must be good at programming. Contact me soon. **Scott Walker, 133 Stirling Crescent, Sutton, St Helens, Merseyside WA9 3TY**
- I'm trying to find a book which will help me with *Monkey Island 2*. If anyone has a copy of this book and is willing to sell it, please contact me. **Lance Hetherington (01604) 714549**
- *Bards Tale 1* wanted desperately. Please put me out of my misery. **Peter Spencer Cowan (01402) 22686**
- *Detroit, Premier Manager 2, K240, Caesar Deluxe, UFO, Syndicate, High Seas Trader*. All these games are wanted, and I'm willing to swap them for some of mine. **Guy Pearce (01429) 880520**

SECRET AR PARK

- The X-File's Magazine Issues 1&2. Please call me with the prices at which you are willing to sell them, inc p&p. **Michael Murphy (01309) 671114 after 5pm**
- I am willing to pay £5 for your original *Dizzy* or *Magicland Dizzy* games or £10 for *Deathmask*. All for A500+ please. **Andy Knox (01244) 570509**
- Any EOTB games. Will pay cash and/or swap *Dragonstone, Darkmere, Humans 2, Smash TV* or *Puggsy*. Two for one. **Steve Welch (01592) 745045**
- A1200 workbench disk. **Another Winding Hill (01934) 621904**
- Wanted urgently: *Battle Isle* and *Scenario* disk one. Boxed, with manuals, please. Will buy or swap games. **Andy Newson (01904) 791400**
- *Crusaders of the Dark Savant, Knight Mare, Bane of the Cosmic Forge, Abandoned Places 1&2.* All for the A500. **Maggie Greenhough, 19 Grainger Court, The Ridge, Shirehampton, Bristol BS11 0BS.**

SWAPS

- I'll swap my A1200 plus 30 games and cash for your Sega Saturn. **Will Flood (01275) 393197**
- Will swap my *Premier Manager 3* for *SWOS*, or my *FIFA International Soccer* for *PGA European Golf* (A600 only). **Matthew Dampier (01749) 342331**
- Will swap boxed originals of *Campaign, Birds of Prey, Midwinter 2* and *Syndicate* for any RPG, flight sim or strategy games. Anything considered. **Leigh Morton (01512) 003453**

PEN PALS

- C'mon guys! I'm a bonkers, blonde 15-year-old girl into driving games, dance music and football. Write to me now! 110% reply guaranteed. **Becky Small, 70 Lorne Road, Twerton BA2 3BZ**
- 25-year-old male wants pen pal, national or international, for swapping games and tips. **Leigh Morton, 8 Laurel Road, Tranmere, Wirral L42 0JA**
- Hi! I'm 18 and want all you A600 owners to get in touch with me and swap some titles. 100% reply. **Lee Worrall, 11 Walden Road, Knotty Ash, Liverpool L14 1QD**
- I'm a 16-year-old guy looking for a female aged 15-17 for fun and friendship. A photo would be appreciated. 100% reply guaranteed. **Sakib Moazzam, 13 Ecclestone Road, London N1 3RP**
- Amiga user seeks contacts to swap games, hints and tips. 100% reply. Please send a list of all your games. **Ray Robertson, 19 Littlebury Green, Basildon, Essex SS13 1PA**
- A1200 owners wanted, who like indie music, to swap games with. 100% reply. **Stuart J McNeill, Staymouth House, 14 Harold Street, Dover, Kent CT16 1SA**
- Amiga contacts wanted. 100% reply. **Stuart Slater, 9 Nevil Road, Wellington, Telford, Shropshire TF1 3DE**
- 15-year-old seeks A500+/A600 owner to swap games/chat. Charlton Athletic fans welcome too. **Jonathan Kerin, 5 Volben Avenue, St Antwick, Northants NN9 6QD**
- I am a memeber of a group of Amiga users wanting to exchange games. 100% reply so write now! **Assorted Melia, 2 Meteor Crescent, Orford, Warrington, Cheshire WA2 0DU**
- 13-year-old lad seeks pen pals aged 13-15 for conversation about the Amiga and football. Either sex, but females should try to send photos. **"Mousey" Michael Price, 61 White Hart Crescent, Darlington, Co Durham DL1 2SX**
- Amiga contacts wanted, male or female, UK only. 100% reply guaranteed. **Mark Tomkinson, 28 Bude Close, Portsmouth, Hants PO6 3JN**
- A1200 pen pals wanted, male or female. I'm a 29-year-old male new to Amigas and can guarantee 100% reply. **Apertif Stokes, 488 Budshead Road, Whitleigh-, Plymouth PL5 4DG**
- A1200 contacts wanted to swap games, tips, cheats etc. Your list for mine. 100% reply. **Zoe Green, 35 Constantine Place, Baldock, Herts SG7 6ST**
- 14-year-old A1200 owner seeks pen pals of same age, male or female. Likes computers, reading and horror films. Send photograph if possible. **Michelle Sneddon, 114 Jerviston Road, Craigend, Glasgow, Scotland G33 5QL**
- A1200 and CD32 owner needs to know if there are other A1200 owners on the planet! If so, contact me. 100% reply. **Tyler Jamez, 249 Pinner Road, Harrow, Middlesex HA1 4EX**
- 15-year-old lad seeks pen pal, male or female. Likes rave, computers and is an A500 owner. 100% reply. **Guy Pearce, 4 West Lane, Trimdon Village, Co Durham TS29 6NA**
- Hello world, I'm a 27-year-old lunatic male who seeks male/female pen pals from any corner of the globe. I own an A1200 and enjoy most games. I aslo enjoy clubbing, music and writing. So write to me! **Darren Tetlow, 77 Milton Avenue, Bowring Park, Liverpool L14 6TF**
- I'm 21-years-old and would like to hear from A1200 owners, to chat, swap PD software and have fun. **Liam Murphy, 25F Pine Crescent, Johnstone, Renfrewshire, Scotland PA5 0BX**
- Veteran Amiga guru seeks Amiga contacts to swap games and PD. Send your lists and disks (adventure games, particularly) now. **Stephen Boyes, 16 North Road, Ripon, N Yorkshire HG4 1JP**

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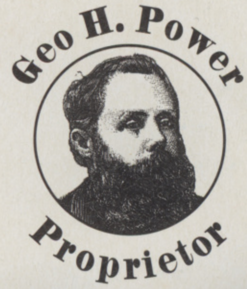
April 1996



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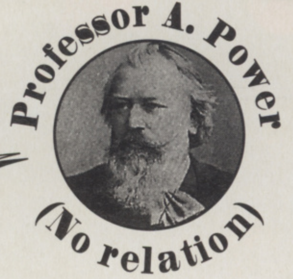

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(N.B. This includes some games)

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E423	Spelltris	A Tetris spelling game
E033	Education 1	Learn German
E180	GCSE Maths	Syllabus taught disk
E185	Astrology	Calculates positions of planets
E193	Astronomy	A total concept disk
E234	Colour The Alphabet	Educational spelling game
E271	The Highway Code	All you need to know
E023	Electronic Train Set (1meg)	Construct own train set
E079	Treasure Hunt	Great kids game
E270	Dinosaurs	Quiz on dinosaurs
E298	States of Europe	Information on this continent. Good
E299	Communicate	Learn how to use sign language
E311	The Internet	A guide to the Internet
E339	Dunks DTP	Desktop publishing for kids
E350	Barney the Bear (2 disks)	Learn & meet animals
E385	What's its Name (N)	Educational for kids
E411	Word Play	Lots of puzzle games
E413	Morse Code Tutor (not 1.3)	Guide to Morse code
E424	Artistix	Children's program
E425	Typing Tutor (not 1.3)	Suitable for beginners
E086	Wraithed 1	Pub quiz style game
E035	Education 3	Weather and climate
E044	Learn & Play 2	For the under 12's
E301	Japanese Tutor (2 disks) (not 1.3)	Tutorial & dictionary

BUSINESS SOFTWARE

B136	Amibase Prof	Excellent database
B140	Text Engine	Excellent word processor
B134	Amicash	Easy-to-use accounts program
B137	600 Business Letters	All ready to print
B323	Onform	Invoice maker
B330	Easycalc	Excellent spreadsheet
B400	Phone Locator	Dialling codes for Britain

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C128	Big Clipart	Comic characters
C160	Deluxe Paint Tutor	Painting instructor
C130	Label Designer	Various label printers
C197	Clipart	Stars/logos/explosions etc
C198	Clipart	Valentines and Weddings
C231	Audio Animation Studio	Create cartoons
C256	Print Studio	Multi purpose printer utility
C258	Garden Designer	Create your own garden, excellent graphics
C263	League Database	Easy-to-use football editor
C389	Turbocat Pro (not 1.3)	Excellent catalogue organiser
C331	Signature Creator	Customise your signature

MISCELLANEOUS UTILITIES

M335	Error Information	Explains computer crashes
M340	Bar Tender (not 1.3)	Drinks and cocktail recipes
M211	Training Log	Charts fitness and routines
M213	500 Plus Emulator	Upgrade for A500
M244	Lockpic V2.0	Uncover copy facilities
M259	Easy Spell	Spell checker/helper
M414	Joke Disk (not 1.3)	Thousands of jokes
M210	Pools Tools	For football pools
M299	Tee to Green	Excellent golf-scorer
M310	Personality Analysis	Type in answers to assess yourself
M311	Cop the Lot Pro	Updated lottery helper
M332	Virus Checker V6.5	New updated killer
M333	Disk Repair Kit	Salvages damaged disks

STAR TREKERS

D058	Enterprise Animation	Leaving the dock
D166	Star Trek Animation	Animations of USS Enterprise
D177	Star Trek Animation	Agatron No.17. More like above. Good
Ad005	All New Star Trek (2 drives, 2 disks)	USS Enterprise classic. Best one
Ad007	American Star Trek (2 drives, 2 disks) (N)	Graphic adventure
A072	Star Trek Game (N)	The Next Generation
N412	The Star Trek Guide (6 disks)	All the information you need
A081	Star Trek Quiz	Trek trivia

ADVENTURE GAMES

Ad005	All New Star Trek (2 drives, 2 disks)	USS Enterprise classic. Best one
Ad007	American Star Trek (2 drives, 2 disks) (N)	Graphic adventure
Ad019	Dungeon Delver (2 disks)	Difficult adventure quest
Ad065	Pixie Kingdom (2 disks)	Tricky adventure game. Good
Ad222	Neighbours Adventure (2 disks)	Bring Paul Robinson to court
Ad245	Iron Clads (2 disks)	Graphic adventure
Ad326	Wibble World Giddy	Really good platform game
Ad500	The Devils Abode (not 1.3)	3D horror adventure

ARCADE + PLATFORM

A010	Breakout	Classic bat & ball game
A011	Blizzard	Horizontal shoot 'em up. High quality
A252	Leaping Larry	Jump up the escalators
A512	Transplant	Asteroids game
A520	The X Mass Project	Simplistic shoot 'em up
A529	Egg Scramble	One of the best platform games. Limited levels
A209	Games Galore Ten (N)	14 excellent games
A214	Parachute Joust	Fight for parachute on descent. V. good
A524	Assassins 245	Packman + 3D
A526	Assassins 247	China Challenge 2, Moose Drive and Antimatter
A527	Assassins 248 (not 1.3)	Air Fight, F-Ball and Mattix
A531	Assassins 249	Trooper, Cunundrum and Revolver
A534	Assassins 250	All-rounder, bobble and quadrille
A541	Amiga Phantom (not 1.3)	Similar to Descender
A543	Gors	Galaxians and invaders in all-in-one
A243	Tetren	Excellent Tetris clone
A247	Quiz Master	Quiz which includes Editor
A255	Amos Games	5 games including Glassback
A327	Tetris Pro	Tetris game with exceptional variants
A333	Icerunner (N)	Recom. Brilliant platform game. 10 out of 10
A434	Amiga Boy	Console games on Amiga!
A443	Nimble!	New. Addictive graphical platformer
A502	Cyberman	3D Pacman game. Excellent
A503	Chaneques (2 disks) (not 1.3)	Like Lemmings. Good
A504	Rebellion	Asteroids shoot 'em up
A515	Asi 240	Super Daleks and Catapult
A519	Asi 244	Pacwar, Master-blaster and Stench

STRATEGY + WAR GAMES

Sim109	Wheel of Fortune (N)	TV game computerised
Sim013	Bullrun (N)	American civil war game
Sim513	Bridge	The card game
Sim102	Simulation 1 (1 meg)	Recommended. 5 games including Metro
Sim124	Napoleonic Warfare	High quality simulation
Sim528	Battleships (not 1.3)	Classic game, computerised
Sim143	Card Shop	Well presented card games
Sim217	Act of War	Excellent strategy games
Sim218	Roulette	Casino classic
Sim220	Sub Attack (N)	Also landmine + bomber
Sim224	Strategic Games	3 excellent games
Sim410	Island	Excellent board game. Build hotels & money
Sim414	Diplomacy (N)	Classic, similar to Risk
Sim415	War (N)	Top quality 8bit strategy
Sim428	The Shepherd	Populous clone
Sim444	Ultimated Quiz	Pub quiz clone
Sim505	Scrabble	Board game, computerised

SPORT

Sp170	Amos Cricket (N)	'Owzat!
Sp256	Slamball	Management game of US football-type sport
Sp263	Soccer Cards	Simplistic league-based game
Sp299	Top of the League	Addictive football management game
Sp307	18th Hole (2 disks)	Excellent golfing game
Sp337	Super League Manager 2	Updated soccer management game
Sp372	Road To Hell	Well produced racing game
Sp376	Unsensible Soccer	Good football game
Sp429	A Day at the Races	Simple horse racing game
Sp530	Sport Challenge (not 1.3)	Hype Olympics, lots of events
Sp532	Friday Night Pool (not 1.3)	Pool playing simulation
Sp533	Poker Mania	Good Poker simulation
Sp544	Indi Car Challenge (not 1.3)	A good racing management game
Sp540	Professional Bingo	Good simulator

LATEST RELEASES

M430	Amiga Solutions 1	A must for gamers. Recommended
E431	Revision Master	Create revision documents. Excellent features e.g. language helper
M432	Remdate V2.2	Updated diary & organiser. New 'go to date' feature
B433	Ultra Accounts (not 1.3)	New complete banking program
M434	Magic C64 (not 1.3)	Emulator for C64 tapes & disks
E435	Guide to Comms & Internet (2 disks)	Simplified explanations & help
G505	AGA Scrabble (A1200 only)	Board game on disk
Ad545	Genocide Earth	New and good text adventure
A550	Super Space-balls	2 player galactic breakout!
A551	Radiant Games 1	Hover-hockey and blonkoblok
G552	Ultimate Red Dwarf Quiz (2 disks) (A1200 only)	Great - 500 questions and 3 difficulty levels
E542	Q-Whizz (not 1.3)	The X-Files quiz

A1200/A4000 ONLY

U422	Balls AGA	Excellent lottery helper
U235	Sleepless Nights	Compilation of A1200 utilities
U324	Lottery Winner AGA	Helps you to win!
U334	AGA Killers	Updated virus killer
U399	Graphic WorkBench (2 disks)	Hard drive to install
U508	Videotracker 2	AGA demo creator
U285	Fairlight	29 meg of graphics on one disk
U289	State Of Art	Famous, quality demo
U290	Raving Mad Me	High quality music video
U291	Lethal Exit	Stunning demo
D300	Technotrack II	More rave music
D305	Tina Small	Slideshow of model
D310	AGA Mansell	Nigel Mansell slides
D315	Minomist Rave	Great dance demo
D509	Phoebe Cates	High resolution slideshow
E214	A Beginners Guide	Learn all about WorkBench 3.0
E300	Speak & Spell	Good for learning youngsters
G321	AGA Klondike (3 disks)	Excellent patience card game
G322	Giger Tetris	Tetris clone
G339	AGA Megaball	Brilliant breakout game
G372	Mad Fighter	2 player Street Fighter game
G420	Pssst AGA	Arcade AGA game
G442	Excellent Card Games III	Restricted AGA version
G445	AGA Donkey Kong	Re-hash of original. Good
G510	Raketz V2.25	Multiplayer thrust shoot 'em up

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